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**MARIOLAND II
& RUGRATS
SOLUTIONS!**

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ME AND MY GAME BOY

Game Boy fans are everywhere these days! We tracked this crazy lot down in sunny Bath.



42 ARACHNOCODIA!

Tarantula Studios, currently developing the mighty GTA for the Game Boy, invited us to their beautiful Lincoln HQ. Read our EXCLUSIVE report!



50 21ST CENTURY GAME GIRLS

They're hot rockin' chicks, and they're mad about boys! Game Boys, that is!



HEADLINES

All latest Game Boy stories so hot off the presses we had to use industrial-strength oven gloves to bring them to you!



Funk machines

It seems that everyone's getting in on the act of customising their Game Boy since we featured a 'How to' in issue one of Planet Game Boy. We thought our cheetah skin and Britpop Game Boys were good, but we were blown away when we saw what some of the leading lights in 'youth culture' had come up with!

Names such as drum n' bass superstar *Goldie*, controversial advertising guru Pete Fowler, graffiti artist Futura and inflatable chair designer Inflate are behind the designs, which are all up for auction (sadly it'll have to be by the time you read this) in aid of a children's charity. You can see them for yourself on Dancesite, the dance music Internet site. Just point your browser to www.dancesite.com.

If you've customised your Game Boy, we'd love to see it! Send us a picture of your one-off machine and we'll feature it in our very next issue.

Some call it art. And you've got to admit they're pretty darn funky.



Pokémon are coming!

It's official: *Pokémon* will be released in the UK on 8 October! What's more, it appears that the carts we'll be getting will be identical to the Red and Blue versions, which were released well over a year ago in the US. Some may find this a bit of a disappointment – it was thought that the reason for the delay was to code an enhanced game to make the best use of the Game Boy Color's capabilities.

So, although this means that there's only a couple of months to wait before it's widely available, it also means that those who simply can't wait that long can get themselves an import copy of the game without the worry that they'll miss out on added features...

They might have trouble, though, mail order suppliers, who sell imported copies of *Pokémon*, are reporting that they're selling out the instant they get more stocks. Judging from the amount of mail we've received, the phenomenon is going to be just as huge here as it was in Japan and the US.

Color versions are coming, called Gold and Silver, and the Japanese versions are to be revealed at Nintendo's Space World show in Tokyo, at the end of August. It's likely to be some time before they see light of day over here, if past records are anything to go by...

Pokémon merchandise is going down a storm already, adding to the anticipation of the game. The TV show has been running on Sky for a couple of months now, and toy giant Tiger has introduced *Pokémon* cameras and keychains, among other things. (Turn to our competition, on page 38, to see how you can win some of these terrific goodies!)

To add to this – *The Planet Game Boy Pokémon Guide* is due on 13 October. It'll contain everything you should know about the game, including full maps, secrets and top tips!

Pokémon is coming real soon now, but not before a tidal wave of merchandise!



Millions sold!

Fantastic news! With the introduction of the Game Boy Color, Nintendo's dominance of the hand-held gaming market is going from strength-to-strength. 720,000 Game Boys were sold in the UK in 1998, and sales of 900,000 are expected by the end of this year. Next year, however, sales are expected to be in the region of a staggering 1.5 million machines. Not bad going for a ten-year-old machine, eh?

With more and more excellent titles on the way, it's little wonder. We've seen a huge number of Game Boy Color-only titles which are really pushing the capabilities of the machine, and there's even more on the way. However, it's with the release in October of *Pokémon* – which is compatible with all Game Boys – that's likely to see sales go through the roof. And it's good news for all of us – the more machines there are out there, the better quality titles we'll see coming our way.

We've heard rumblings of a new model Game Boy Color. Nothing's down on paper, and the exact specs remain a mystery. However the rumours, which came about when one of Nintendo's developers let it slip in an interview in the US, are that it'll be faster, capable of many more colours, and have a new TFT screen. There's a proposed release date around 2000.

Ten years on and still going strong! Incredibly, Game Boy sales are still booming, and the trend is set to continue.



Mario calling



No, no, no! You play games on your mobile, not make phone calls on your Game Boy...

Soon, you may be able to play your favourite Nintendo games from the comfort of your mobile phone...

Nintendo has revealed that it's close to completing development software that will allow existing Game Boy titles to be downloaded and played on your mobile.

The idea is that you'll pay for the game to be downloaded via the phone bill. The scheme will first see light of day in Japan, and will be aimed at the growing number of teenagers who are getting their own cellphones. No launch date has yet been confirmed but, it's only a matter of time before Game Boy games muscle their way into the mobile phone market.

Have a fiver!

Fancy saving a few quid next time you buy a new game? Course you do! Lucky for you, then, that Planet Game Boy and Electronics Boutique have got together to save you £5 off the in-store price of ANY Game Boy Color game! And don't worry if you don't have a Game Boy Color yet - they'll knock a fiver off one of those, too!

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Only one voucher may be used per product and per household.
This voucher cannot be used in conjunction with any other voucher or offer.

Everyone's a winner!

If only that were true! But sadly, there can only be five winners of the fantastic competition we ran in the last issue.

We had many thousands of entries, and it's little wonder, with each prize pack consisting of a copy of both Pokémon Red and Blue plus a link cable up for grabs.

The winners, then who should be Pokémon masters by now: Sam Leigh, Stoke-on-Trent; Martin Conway, Glasgow; Michael Fretwellcas, Ely; Miss L. Cureton, Wednesbury, West Midlands; Ibrahim Usman, London.

Well done y'all - and thanks once again to Excitement Direct for supplying the goodies. We couldn't have done it without you!



On the other hand

Nintendo's Game Boy has gone from strength to strength over its ten-year reign, while other hand-held machines have withered and died. Its success is attributed to the fact that it's truly pocket-sized, its long battery life, and huge range of quality titles. It's now the only colour hand-held available - but not for long...

SNK is set to release the Neo Geo Pocket, a powerful 16-bit hand-held console capable of displaying 140-plus colours on screen simultaneously. Nintendo's Game Boy has seen off a number of rival (supposedly technically superior) consoles before, but with a reputed 40-hour battery life and 10 games promised on release, Nintendo might just have a fight on its hands. SNK couldn't provide a UK release date or price - maybe they'll know by the time you read this: SNK ☎ 0181 371 9911.



The Game Boy's soon-to-be rival, the Neo Geo Pocket. Burn in hell, we say!

CHARTS

It's the Game Boy Color hit parade, in association with Electronics Boutique!

GAME BOY COLOR

- 1 SUPER MARIO BROS DX
- 2 THE RUGRATS MOVIE
- 3 FIFA 2000
- 4 ZELDA DX
- 5 WWF ATTITUDE
- 6 V-RALLY
- 7 WARIOLAND II
- 8 A BUG'S LIFE
- 9 GEX
- 10 F1 GRAND PRIX



PREVIEWS

A whole army of games is heading for your Game Boy Color. Here's what's coming up...



WORMS ARMAGEDDON



From baseball bats to flamethrowers, anything goes in *Worms Armageddon*.

From: Infogrames Type: Strategy Colour: Yes Out: Nov

Well, they've infested every other system and now Game Boy owners are about to get *Worms*. It's billed as 'the final chapter' of the series which is a bit of a shame considering the fact that this is the little pink fellows' first appearance on our plastic pal, but you can be sure that they'll go out with a bang. Here's the scenario: two teams of well-armed wrigglers are sent into the fray with one goal: decimate the other side. This can be done by either blowing them up or knocking them out of the playing area, and there are loads of power-ups lying around the various arenas to make sure things get really messy. Everything is turn based, but the two-player mode is a fantastic blast.

Twisted backgrounds can either help or hinder you, depending on whether your opponents are hiding or are off-screen.



RESIDENT EVIL 2

From: Virgin Type: Horror Colour: Yes Out: Oct



Yes, this is it: *Resident Evil 2*! On the Game Boy! We're so excited we can barely contain ourselves, and by the looks of these screenshots you should be too. It appears that rather than take the easy path and turn *Resident Evil 2* into a pale two-dimensional imitation of its former self, Capcom have gone the whole hog and kept the original's 3D perspective for the Game Boy version. If the gamble pays off and it works then we're in for a massive treat. The *Resident Evil* series is renowned for its terrifying gameplay, tricky puzzles and hordes of flesh-eating zombies. Keep those eyes peeled.

Investigate sinister toilets in what could be the scariest portable game ever.





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September
1999

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ON THE
CARTS

Wanna know what's coming to your Game Boy? Loads of stuff! Here's a huge release list of what to expect in the coming months...

AUGUST

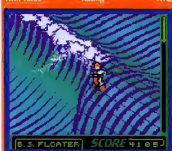
10 Pin Bowling	Sports	Take 2
Baseball	Sports	Take 2
Black Bass Fishing	Sports	Take 2
Chase HCT	Shooting	Midway
Duke Nukem	Shooter	GT Interactive
Golden Golf	Sports	Take 2
Kick	Fighting	Midway



Vision Link	Platform	Take 2
Spy Hunter	Shooter	Midway
/Moon Patrol	Platform	Midway
Seven	Platform	Activision

SEPTEMBER

Art Star Wars	Sports	Universal
Antz	Adventure	Infogrames
Bandman's Quest	RPG	Virgin
Caesar's Palace 2	RPG	Interplay
Championship	Shooter	Midway
Earl Krieger	Adventure	Take 2
Golden Fish Bowl	Shooting	Take 2
Micro Machines	Racing	THQ
Twin Turbo	Racing	THQ



Micro Machines	Racing	THQ
Paperboy	Adventure	Midway
Scenes of the Year	Adventure	Midway
Street Fighter Alpha	Fighting	Virgin
Street Racers	Racing	Midway
Three Lions	Sports	Take 2
Tomb & Jerry	Platform	Midway
Wicked Surfing	Adventure	Interplay
World Heroes	Fighting	THQ

MISSION:
IMPOSSIBLE

From: Infogrames Type: Adv Colour: Yes Out: Nov

Like the movie of the same name this slice of espionage action casts you as a miniature Tom Cruise. There are 12 missions to complete and they'll involve sneaking around in a covert manner and being terribly clever with a large variety of gadgets.

Ingenious hi-tech beauties include night site glasses, a disguise maker, something called a video freezer, and that perennial favourite explosive chewing gum. There'll still be some room for fast-paced shoot 'em action too, though...

Other innovative features include an integrated personal organiser and the ability to 'communicate with other IMF agents' via the GBC's currently under-used infrared capabilities. Sound enticing? Roll on November!



△ In Mission: Impossible you rarely get the chance to skip desert. Ha!

△ Thank goodness the enemy control centre is still so clearly sign-posted.

ALL STAR
TENNIS '99

From: Ubi Soft Type: Sport Colour: Yes Out: Sept

Most a decade after Tennis first appeared on the Game Boy, there's a now a whole new wave of Game Boy sports games ready to take on the old guard. All Star Tennis '99 not only has flash, full-colour graphics, but also a whole slew of features such as eight different courts around the world, 12 players to choose from (each with a selection of special moves), single match and arcade tournament modes, and even 'Bomb Tennis', where the regular tennis ball is replaced with a bouncing explosive. Not for the purists, then, but it sure sounds like fun to us...

△ Ah, there's nowhere like home. Play in the UK if you fancy.



Select Game

Smash Tennis

△ Each character will have five special moves, two being unique.

△ The 'Bomb Tennis' mode will have to be unlocked, probably by completing one of the other sections. Just wait and see.

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MICRO MACHINES
TWIN TURBO

From: THQ Type: Racing Colour: Yes Out: Sept

Long time ago, in a galaxy far, far away Micro Machines was converted to the Game Boy - and, as you'd expect, the dinky action was perfect for everybody's favourite diminutive console. Micro Machines Twin Turbo (only a working title) combines the first two games of the series and adds a liberal dash of colour into one huge razz-fest. Tiny cars, boats, tanks and trucks (plus a whole host more) are ready to be raced around a variety of normal-sized surfaces, including kitchen tables, gardens, bath tubs and gaming tables. The graphics look splendid, and as it's essentially two games in one should mean that it'll be value-city. Hurrah!



△ Wicked courses and turbo-charged action all the way in the cool Micro Machines Twin Turbo.

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ON THE CARTS

OCTOBER

Manik	RPG	Midway
Nekkaijō	Sports	THQ
Pokemon Blue	RPG	Nintendo
Agitated Rail	RPG	Nintendo
Re-Volt	Adventure	Acclaim
Twice-Twisting Tale	Chamber of Horrors	THQ

NOVEMBER

Book's First Five Words	Adjectives	Verbs
FIFA 2000		THQ
Conquest: The Society		Games
Jeremy McGrath Supercross 2000		Acclaim
Matrix Code!	Sports	Rebellion
NFL Blitz 2000	Sports	Midway
American Football	Sports	Midway
Rainbow Six	Shooter	Take 2
Kingpin 2 Universal Tour	Other	Midway



Keady 2 Rumble Boxing	Boxing	Midway
Resident Evil	Adventure	Capcom
Starwars Racers	Racing	Nintendo
Tiger Woods	Sports	
PGA Tour 2000	Sports	THQ
Tonic Trouble	Adventure	Ubisoft
Track Storm	Racing	Ubisoft
Turok Rage Wars	Platformer	Acclaim
Warrior Armageddon	Strategy	Infogrames
WWE	Sports	THQ

DECEMBER

Alice in Wonderland	TBA	Nintendo
Crash & Nitro		
GoldenEye	Funbox	Nintendo
Madden NFL 2000	Sports	THQ
Winning 99	Racing	Nintendo

YEAR 2000

Banjo-Kazooie	Adventure	Nintendo
Castlevania	Shoot 'em up	Nintendo
Batman	Arcade	Ubisoft
Blacks & Whites	TBA	Nintendo
Crystalis	TBA	Nintendo
Harsh Back II	Platform	Nintendo
Pokemon Pinball	Other	Nintendo
RuneLite 2	Adventure	Ubisoft
Tetris Attack	Puzzle	Nintendo
Worm Land 3	RPG	Nintendo

STOP PRESS!

See EXCLUSIVE PICTURES of Three Lions, Silicon Valley, The Muppets and Evel Knievel in our feature on Tarantula Studios starting on page 42. You won't see these shots in any other magazine!

ANTZ

From: Infogrames **Type:** Platformer **Colour:** Yes **Out:** Sept

It can't be much fun being an ant. Despite the bonuses (super strength) there's still the disadvantage of having to toil your whole life away working for the good of the community. Pahl! Perhaps that's why 'Z', the hero of the piece, is so cheased off. He is, in fact, so cheased that he decides to abduct the beautiful (for an ant) princess Bala and scaper. Of course, even for ants, things rarely go to plan, and the pair run into all sorts of scrapes in the world outside the hive. It's your job, as Z, to make sure the pair survive the trials they face and eventually fall in love.

Nineteen levels of platforming antics come between you and insect romance, as well as some terrifying obstacles like rain drops, magnifying glasses, and most horrible of all, 'The Shoe'.



△ Lets hope Antz can inject some much needed excitement into the often stale platform/insect genre.

△ *No! The Shoe!*
A fate worse
than death.

FIFA 2000

From: THQ **Type:** Sport **Colour:** Yes **Out:** Nov

FIFA, you know the score. Several million satisfied gamers can't be wrong. Not surprisingly, it's the biggest series of footy games in the history of all things -- and now it's coming to the Game Boy Color. Even though these screens look pretty good we're assured that it's still undergoing serious development. This means that, potentially, it'll look even better when it's been finished off and polished up properly.

We can't wait for the final version which will hopefully boast an excellently huge number of features, including: five 'play' modes including exhibition, tournament playoffs, league and indoor matches (an all new feature *FIFA-fans*, more than fifty teams from around the world, better graphics, groovier gameplay, more detailed statistics and even a password option that allows players to return to a set of games already in progress! It all sounds stupendous, and unless anything goes horribly wrong in the conversion process, this should turn out to be the premier soccer title on the Game Boy.



**△ Eat my goal
Johnny
Foreigner!**
Well, we can
dream eh?

Italy pip Brazil to the post in what was a tense and exciting match!

CARMAGEDDON

From: THQ **Type:** Racing **Colour:** Yes **Out:** Sept

A noth... conversion we're waiting for with baited breath is *Carmageddon*, one of the most controversial games of recent years. Though it could loosely be described as a racing game, that's not really the point. Instead, the most rewarding part come from crashing into your armoured opponents and the defenceless (and zombie-fied) pedestrians. As well as simply smashing into everything there's also the possibility of picking up power-ups to help you vent your road rage – including the 'Slaughter Mortar' and a selection of other strange devices.

Carmageddon looks set to be truly spanking, with 40 courses set over ten areas, 20 cars to drive, and even a head to head mode for multiplayer antics. There'll be tough competition between this and *Grand Theft Auto*, though, so make sure you check out the *Planet Game Boy* verdict before you invest in either. Until then, we'll keep you posted!



△ Each vehicle has its own unique handling, so choose carefully.

G-MAIL

Do you have an opinion about the world that is Game Boy? We're listening! Your letters answered by the Planet Game Boy team.

LIVING IN A FANTASY WORLD

Hey there!!!
I got an Original Game Boy for Christmas in 1995, and have had it for three-and-a-bit years. When I got it I also got *Tetris*, *Jurassic Park*, *Paperboy* and *Super Mario Land*. Over the years I have collected numerous other games, a Super Game Boy and of course an excellent Game Boy Camera. Most of my



Final Fantasy Adventures is currently available. It's still only mono, mind.

games have disappeared and if you find them on your travels, I want them all back, in perfect condition.

This Christmas I was fortunate enough to get a Game Boy Color, and a couple of months ago I bought *Zelda DX*, which is my only colour game. I finished *Zelda* shortly after I bought it and now I am looking for a new thrill! I have my eye on *Final Fantasy Adventures*, but first have a few questions, which I hope you can answer for me:

1. Is it from the same series that brought *Final Fantasy VII* to the PlayStation or not?
2. Is it good?
3. Does it have a colour edition?
4. And where can I write to, to order it? If it's available yet, that is.

Ta for answering these questions!

Andrew Rowe
Yetholm, Roxburghshire

You need to take more care of your collection, Andrew! Have you tried

looking down the back of the sofa?

1. It is indeed from the same series as *Final Fantasy VII* on PlayStation, but predates it, being released way earlier, back in 1991.
2. It's a classic! Though it isn't graphically up to the standard of more recent games, it remains an excellent and challenging adventure.
3. It's mono-only, and there are no plans to produce a colour update. It will, of course, run in four-colour mode on your Game Boy Color.
4. If you can't find it locally, try a mail order supplier. Among many others, Excitement Direct @ 01993 844885 stock the game.

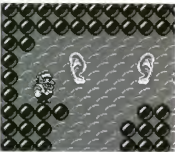
I CHALLENGE...

Dear Adam,
For your *Planet Game Boy* magazine, I think you should create a skill club, 'Skill Club N64' for example, as some of the Game Boy Games are quite hard. For example, a challenge in *Zelda DX* could be to get all the photographer's pictures and print them out.

Hope the mag goes well
Cheers!

Kevin Seeney
Bury St Edmunds

Well, we put a mini-challenge on every review, just to give owners new to the game something to get their teeth into, and have thrown a few in



WarioLand II's Really Final Chapter. Are you hard enough to make it through?

for good measure in our *Bust-A-Move 4 Masterclass*. But here's a challenge, just for you, Kevin: Complete *WarioLand II*, finding all the treasures and collecting all the map pieces so that the Really Final chapter is opened up. Now, what's your best time to complete the Really Final chapter WITHOUT SAVING THE GAME? We managed 22:35. Beat that, if you can!

KEEP IT UP!

I'd just like to congratulate you on your superb *Game Boy* magazine. I think it's absolutely brilliant and certainly the best one out. I got



my original *Game Boy* on my 10th birthday, back in 1993, and since then I've got about 30 games. I got a *Game Boy Color* for Christmas and so far I've just got two Color titles – *Tetris DX* and *Turok 2: Seeds of Evil*. All my gaming life I've prayed for a dedicated *Game Boy* magazine and you've answered my prayers after all this time – thank you!

And not only that, but what a superb magazine you've put together. I loved the feature on *Pokemon* and I simply can't wait for it to come out in the UK. It looks like it could be the greatest *Game Boy* game ever! I really hope I win as it would be a great way to celebrate the end of my

GCSE exams. I also liked the feature on *Crawfish*, they look like a superb development company. They have a very impressive range of games and I'm definitely going to get *Street Fighter Alpha*, *WWF Attitude* and *Rainbow Six*.

Other brilliant things about the magazine were the free batteries, excellent! Then there's the £5 off a *Game Boy Color* game voucher. This is, again, superb as £25 for a *Game Boy Color* game is quite a lot, so the voucher is a great idea/gift.

The guide on *Zelda* was really good – I haven't got it yet but I'm sure it will help me a lot when I do get it. I also liked the tips at the back of the magazine for some of the older games I've got, like *Return of the Jedi*, *Super Mario Land*, *Golf* and *Tetris Attack*. I really hope you continue to produce more issues in the future. So for now, all the best and thank you!

Darren Page
Birmingham

Thanks for your kind words, Darren. It's nice to know that all the hard work that goes into producing *Planet Game Boy* is appreciated! We're keen to find out what all our readers think of the magazine – good or bad – as it's the only way we can ensure that we're producing the type of magazine you want to read. So please, send us your comments!

GAME FOR A LAUGH

I was very pleased to read that you intend to publish a magazine devoted exclusively to *Game Boy* as there is not much literature on the subject. How about publishing a complete list of all the games available? It would be useful to know exactly what's around. There's really nothing like this available at the moment. Best wishes!

Rhianon Jones
London



Many hundreds of Game Boy titles have been released over the past ten years. Some are still generally available, others are no longer being manufactured but can be picked up second-hand, others still were never released in this country, though will work perfectly happily in your Game Boy – should you find them.

Our reviews concentrate on new games, then, and so we'll keep you up-to-date on all the latest releases. However, there are some classics that everyone should know about, and each issue we'll dig into the archives to find the very best games from Game Boy history. Next issue we'll be examining platform games.

POKÉMON ARE GO

Dear Planet Game Boy,
You keep saying that Pokémon isn't out 'til September. The only thing is I bought a copy at Christmas at Game in Newcastle. There were about five copies there and so I snapped one up for £29.99. If it were a USA copy

why would it be sold in a Newcastle shop? Here's

a bit of advice: I've spent 42 hours on the game and I'm up against the elite four. Quite frankly, if you don't have a walkthrough from the Internet, you're doomed! I spent hours and hours the other night trying to find one.

Graeme Foggan
Whitley Bay, Tyne & Wear

The copy of Pokémon you have is an import copy – Game must have obtained them from the US, as they are not officially available in the UK. However, Nintendo has finally confirmed a UK release date: 8 October. (Before this, we've only had vague dates of sometime in the autumn.) What's more, it seems that the cart will be identical to the US version – there was speculation that it would be updated for the Game Boy Color, but apparently not. As for the need for an internet walkthrough, forget it! The Planet Game Boy team will be working their socks off to bring you the ultimate Pokémon guide, and in time for the game's release. It will offer a full solution, complete with maps and it'll be far superior to anything you can drag off the Net! See our news section for more details!

NO COMPETITION

Dear Adam,
Congratulations on a superb magazine. It's excellent value for money, especially with the free batteries and money off coupon. I used my coupon on Rugsats The Movie colour game for my Classic Game Boy as I don't yet have a Game Boy Color.

The only disadvantage is that on PlayStation magazines you always give a free demo disk. Why isn't this the case for Game Boy magazines?

While reading the magazine, I noticed a competition to win a Game Boy Color, and I got really excited. I was really upset when my mum and dad wouldn't let me use the phone as they said the call was too expensive.

I think it would be a good idea if Planet Game Boy had more postal entry competitions, then I would be able to enter.

It will take me over a year to save up for a Game Boy Color, unless I get one for

Christmas. I am starting to save now. I like everything in Planet Game Boy, especially the cheats – they helped me with some games. Keep up the good work. I'm looking forward to the next magazine. And Christmas, of course!

Jonathan Willett
Shekton, Cleveland

There's nothing we'd like more than to give away a demo cart, the reason we can't is cost. CDs are very cheap to make and so it's relatively easy for a magazine to slap a CD on the front (even so, this does put the price up – that's why these magazines usually cost around a fiver).



Technically there wouldn't be a problem putting a cart of demo games together, but it would make the magazine much more expensive – still, it's something we've been looking into. How does that sound? Never say never.

Can we just point out that those phone-in competitions are adverts placed by other companies – they're nothing to do with the Planet Game Boy editorial team. The prizes are certainly tempting, but you do have to pay premium phone rates for the privilege of entering. It's your call though.

We've packed a load of

competitions into this issue, not just to win Game Boy Colors, but lots of other cool stuff! So what are you waiting for, Christmas? (Oh, yes, you were, weren't you?)

LET ME WIN!

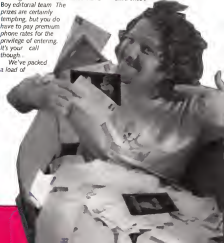
I am writing to tell you how brilliant I think your first edition of Planet Game Boy was. Are you going to carry on? If not, why not?

And who won the 'Is That a Monster in Your Pocket?' competition? Are you up to a bribe? I'm obsessed with Pokémon! I can't stop thinking about it, and I'm desperate for a copy. A friend and I have both got Game Boy Colors, a Link cable, and lots of spare time, and we've been spending weeks trying to find out when a full colour version of Pokémon is coming out so we can import it. He's on the Internet, while I'm on the phone, but we still haven't found out! Do you know when it comes out? All the mail order companies are very confusing, with a different answer every time!

Adam Colman
Lightwater, Surrey

Planet Game Boy is a quarterly publication, and the next edition will be out sometime in autumn (sorry, we can't be any more specific than that!). Don't miss our exclusive Pokémon guide, which goes on sale in October!

Look at the news pages to see whether you were the winner of the Pokémon competition. (Unfortunately, our scrapies are beyond question. You can try and bribe us, though it won't make any difference!)



Be aware that currently Pokémon is mono only (though on a Game Boy color the four shades are configured to be red or blue). According to Nintendo, this won't change with the UK release on 8 October – it'll still be mono and the gameplay will be identical to the US version. It's up to you, but if you can't wait for the official release then you won't miss out by getting an import copy...

COLOUR CO-ORDINATION

Dear Planet Game Boy,
Hi! My name is Mark Borkum. I really love your magazine. It has great reviews and news section and everything else is, well... great! I've read the whole summer issue backwards and forwards twice now and I still can't get enough!



V-Rally's Italian scenery boasts leaning towers and crumbling monuments.

section I decided which rally game I wanted to buy for my Game Boy Color. It was between V-Rally or Top Gear Pocket. Thanks to the detailed information I got from the pages I chose V-Rally and I haven't looked back since!

Now all I have to think about is which Pokémon version to get – Red or Blue? Please help!

I have only one complaint (not to you but to Nintendo): Where are the official new Game Link cables? I really

need one! Oh yeah, I'm really clueless to when the magazines actually come out – is it fortnightly or quarterly?

Mark Borkum
Hove, Sussex

Hi Mark: The only difference between the red and blue Pokémon carts is around 30 of the harder-to-get creatures, but ability-wise there's nothing in it. And once you hook-up with a Pokémon-playing pal, you can swap the missing critters anyway.

THREE THINGS

Dear Adam
First of all I'd like to congratulate you on your Planet Game Boy magazine. If there's one thing the Game Boy needs it's a proper magazine for it. I thought of three fantastic ideas for your new mag.

1. If possible, could we have a complete list of the games to be released over the next few months?
2. In N64 magazine's back pages, you have small reviews of all N64 games reviewed in previous issues. Could you do that with Game Boy?
3. Also with N64 magazine, you have money-off coupons. Any chance of the same thing for Game Boy games, even if it's only a £2 voucher?

Stew Rogers
Cardinal

What splendid ideas, Steve!

- 1 Check out previews section for a comprehensive release schedule!
- 2 We're planning this next issue!
- 3 Check out our money-saving voucher in the news pages!

MAKE YOURSELF HEARD!

Got something to say? Then say it! We're keen to hear all your views on the wonderful world of Game Boy - and if you've got a creative bent, we'd love to see your pictures, too! Send your musings to:

G-Mail
Planet Game Boy
Future Publishing
30 Monmouth Street
Bath BA1 3BW

Oh, if you're plugged in to the Net, you can e-mail us at planetgameboy@futura.net.co.uk. Mark the header 'G-Mail' so we know what section of the mag it's for!



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All Night in Black & White?

Sadly, we only saw on a colour machine to you'll have to upgrade to Game Boy Color experience it!

VERSUS

Play with a friend and pit brother against brother as Mazza and Luigi go head-to-head in the brilliant link-up mode.

NECK AND NECK

Luigi's just in front, but there's really nothing in it. Anything could happen when the battling brothers reach the disappearing blocks and power-ups.



FIRED UP

Mario picks up a fire flower, and gains an advantage. Shooting Luigi throws him off balance while Mazza streaks ahead to grab the coin.



BLOCKED OFF

But wait! Luigi hits a vanishing block, trapping Mario inside a tiny ink. It's easy enough to break out, but Luigi's hovering up the loot, the scoop!



PHOTO ALBUM

Check regularly, particularly if you got to a new level, or did something you hadn't managed before.



Flip through every page of the book, and look for photos with a big red 'X' over them. Once you've looked at them, the flash disappears.



You get this one for sleeping a boopa, if you're not sure what the photo is about, check the comments screen and you'll be rewarded. Or you could peep it. Your call.



This picture shows the fireworks at the end of a level. How do you get them? Well, by finishing without getting eaten at the end of the timer.



SUPER MARIO BROS DELUXE

Stepping from his time capsule, original Mario dusts down those dungarees and proclaims himself undisputed King of the Game Boy Color.



From: Nintendo Price: £25 Link-Up: Yes Colour: Only Out: Now



A little videogames grow old, they wither, and eventually find a seat on the soap heap of history. A rare few mature beautifully, like a fine wine or a particularly pungent Stilton. Super Mario Bros was the game that really launched Nintendo into the big time, back in 1985, and 14 years later, playing it again is like dancing over fluffy clouds in retro gaming heaven. When first appearing on the NES, Super Mario Bros was a revelation. While all the other games of the time were experimenting with clumsy pseudo-3D systems, or stuck in tip-

screen limbo, SMI introduced countless innovations which have since become accepted as standards in all the best modern platformers.

The central character had exaggerated inertia, so skidding close to the edge of a precipice was certain to launch your heart into your mouth. He collected items to boost his powers, and secret hidden bonuses were planted in the most unlikely places, compelling you to explore every last pixel of every level. A silky smooth control system used combinations of the D-pad and different buttons, and intensive practice revealed many different methods of accomplishing the same goal from every angle.

What's truly remarkable is that so few games in those subsequent years have managed to do it as well as SMB did. Indeed, almost all of them have been from the inspired minds at Nintendo, and most of those have been sequels to the game that started it all.

With this long overdue Game Boy version, what you get appears, at first glance, to be an identical conversion of the NES game. The graphics are the same, scaled up slightly to match the lower resolution of the GB screen, the controls, the sounds, the levels, it's a flawless copy. Dive deeper, by achieving a high score, or linking up with a friend's machine, and you'll see just how much has been added,

and just how much everything has been improved. More levels then...

For starters, the Japanese version of Mario 2 (not the Western Mario 2, rather the game released as the Lost Levels in Mario All Stars on the SNES) has been included. Reach a daunting 300,000 points, and you get seven new multi-level worlds, to add

another new feature, a kind of Easter egg hunt that breathes new life into old levels. There are several little G&W Gallery-style extras, such as a photo album, as featured in the GB Camera, with hidden, printable pictures revealing themselves when certain obscure conditions are satisfied. There's even a perpetual calendar, on which you can mark important dates, and a strange little fortune-telling card game.

The transparent cart is packed to bursting point with Miyamoto-inspired treats, making Super Mario Bros Deluxe arguably the most complete Game Boy title ever made. Make no mistake, to miss out on this is to miss out on one of the best handheld gaming experiences there is. We suggest you get amongst it.

MARTIN KITS

CHALLENGE

Race to collect hidden items from around the course you've already finished and do it all against the clock. If you make it to the end in one go, a truly well-earned prize performance and add points to your cumulative total. We have to do it all very fast, though, because dying at any point means your game will count as a seriously end. Finding everything is tremendously difficult.



FORTUNE TELLER

Touched by the hand of god...

TAKE A CHANCE

As pinballs and mushrooms suggest, there's a good side and a bad side to fortune telling. Dive your gambler and find out the truth?



WELL DONE

Luigi's happy face represents good luck. Depending on which card you turn up, you might start the next game with up to ten lives. Whoohoo!



TRY AGAIN

A happy face on the back of an coin you want to take with you into the next level. But if you bring low scores, and precious few bonuses.



to the eight originals. There's also a brilliant two-player mode, where you can engage in a truly sporting combatting race against a friend, or (as another high score bonus) a computer ghost. Challenge mode is



Dispensing of multiple enemies from your score and helps you towards the elusive 300,000 - the mark of a true Mario champion.



At the start there's a long way to go before saving the princess from the evil Bowser. On the right-hand side are representations of the levels (four of these per world). Reach 68,000 points and you'll unlock another seven bonus worlds from the SNES Mario All Stars.

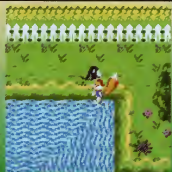
VERDICT

A fabulously playable game, dressed up with more goodies than you'll ever know what to do with. Play it!



IF YOU GO DOWN TO THE WOODS TODAY...

Here's a few of the enemy critters you'll have to fight!



BIRD SWOOP

These swines are a right pain in the neck. Swooping from trees, or from just off the side of the screen, they're almost impossible to avoid, which is a bit unfair. Sheryl Crow would be far better!



VENUSFLYTRAP PLANT

This Venus Flytrap-style thing is absolutely horrible. Get too close and it'll give chase. (It's a nippy bugger too.) But, luckily, a double tap of the D-Pad will let you turn and run away. Handy!



WHYTEYER PLANT

A close relative of the Chaser, these white birdies are stationary, so they can't run after you, but they spit out what look like massive boulders (with unerring accuracy) most of the time.



PATROL ANTS

In the manner of the most stupid computer game enemies, these fellas only patrol a limited and predetermined path, but get in their way and they'll charge with pincers a-flapping. Volkeis!

CONKER'S POCKET TALES



Find Conker's catapult on level one in Willow Wood.

From: Rare Price: £20 Link-Up: No Colour: Yes Out: August

All Right in Black & White?



Yis, as a mono version of the game is also included. Astounding! It looks fab and plays like a dream. Graphics look smooth and sharp too.



△ One of the later levels – watch out for the spikes in the floor. They're really painful and bring tears to the eyes! Avoid them!

Everyone's favourite big-toothed woodland friend stars in an adventure to remember.

This has been in development for absolutely ages. And the reason why? Well, it's from Rare, the company behind such N64 classics as *GoldenEye*, *Banjo-Kazooie* and the upcoming trio of *Perfect Dark*, *Jet Force Gemini* and, of course, *Donkey Kong 64*. And, as we all know, Rare like to take their time with things, and only release games when they're absolutely, positively as finished as they can be, hence the long, long months of waiting for their portable squirrel simulator.

So what's it like? Well... first impressions leave you with the nagging notion that the game isn't perhaps as good as it could, and should, be. The title screen hangs

around for ages (you can't skip it), and the introductory cut-scene is the ropiest we've seen in a while. And then, when you start the game proper, you'll find yourself wandering around getting killed by huge plants and evil crows with alarming regularity, in a game that seems just like the dozens of sub-Zelda clones going around at the moment. But... play for longer and things improve drastically. Almost to the point where Conker's becomes truly excellent. It's actually HUGE, with massive environments to explore, plenty of fiendish puzzles to crack, and, well, there's really LOADS to do.

There's lots of excellent mini-games to indulge in – such as a boat race, hurdling, a shooting gallery and a long jump contest – plus equipment to find, friendly characters to talk to and some splendid boss to fight. Even the fact that Conker's foe, the Evil Acorn, looks just like an acorn (but with nasty little eyes), can't spoil the growing sense of enjoyment. You won't be able to put it down. It's a real grower, and the mooted twenty-

hour lifespan of the game will fly by. There's even a completely separate version of the game created specifically for older mono-only Game Boys included. THAT'S how much time and effort has been expended on *Conker's Pocket Tales*. It's well-crafted and enjoyable rare, even if it is on the easy side, and is therefore well-deserving of the £25 asking price.

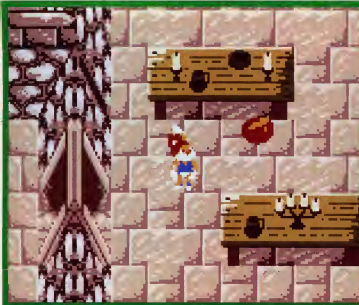
It's not as good as *Zelda*, though, or *Mario Bros Deluxe*, but it still stands head and shoulders above pretty much everything else around at the moment. Persevere with the game and you'll discover it's furiously charming delights. Best chalk another one up for Rare, then, eh?

JE BICKHAM

VERDICT

Initially disappointing, but eventually proves to be a fine example of Rare's magic. Plenty cool sub-games too.

5



◀ More dungeon-based shenanigans with our favourite furry woodland friend. Reminds us a bit of Gauntlet...

▶ The first level's called Willow Wood, where Conker must first find his trusty catapult weapon. It takes some doing.



▽ Conker's being attacked, here, by a pair of flying scissors. You'll find plenty of odd monsters like this in Conker's Pocket Tales. It's all part of the unusual and inventive design.

△ The Evil Acorn. He's an acorn. Who looks a little bit evil. And not, we have to say, terribly scary at all. Still, you've got to give respect to the little fellow, he'll whip your ass otherwise!

▽ Conker's set to star in his very own N64 adventures soon. But until then, his Pocket Tales will do nicely.



△ It's essential to enter the houses and talk to the inhabitants.

▽ The red ant on the right is to be avoided at all costs. The creepy beast can scuttle at top speed, so beware!

SECRET SQUIRREL

Conker just doesn't walk around and thump the enemies. So, here's a few helpful hints to stay on top:

DIRT PATCHES

When Conker's on one of them, press Select and he'll burrow beneath it, popping up in another dirt patch. They're a bit like warp points.



ACORN FOLK

These rotund fellows will give you advice when you talk to them via the A button. Helpful chaps. Always try and talk to them if you're able to.



CONKERS

These are ammo for Conker's trusty catapult, which you'll find in Willow Woods, the first level. Get some in!



ACORNS

Been hurt? Then these nutty treats will heal our hero, raising his acorn count (health meter) by one for each acorn.



GAME STATISTICS	
BULLETS FIRED	605
ALIENS DESTROYED	2350
WIT RETURN	300
SHIPS LOST	75
ENEMIES USED	14
START TO CONTINUE	

With unlimited credits at your disposal, you can have as many retries as you like. Your stats are recorded, so it's plain for all to see how many ships you've lost...

One niggling gripe with the bosses in R-Type is that you're not always sure you're doing the right thing – the right bits simply aren't flashing to indicate you're making leeway. Curiously, there are no such doubts in R-Type II.

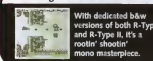


The variety and design of the levels is fantastic, in the water world of R-Type II, you'll have to take the occasional plunge into the depths, where both visibility and steering are somewhat restricted. Still, it's worth the additional effort as there's loads of aqual goodies.



Get through the first stage on R-Type II without losing a single life.

All Right in Black & White?



With dedicated b/w versions of both R-Type and R-Type II, it's a nifty shooter more misfires.



Would you look at the quality of these graphics? Stunning eh? And the good thing is, they're also brilliant in the mono version.

R-TYPE

From: Nintendo Price: £25 Link-Up: No Colour: Yes Out: Now

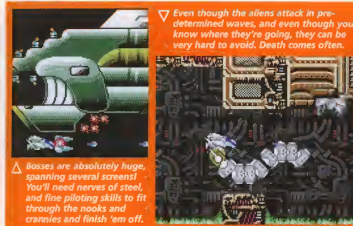
Shoot-'em-ups today owe everything to their '80s ancestors. Step this way for a classic.

After all, Q-Type just wouldn't have had the same ring, would it? The Game Boy has established itself as king of the retro arcade conversions, and it's adding another to its crown. In the late '80s one game set the arcades alight. It's R-Type – a side-on scrolling shoot-'em-up – but what makes it stand

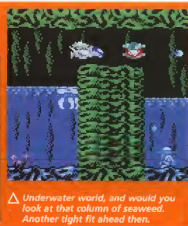
out from the crowd are its finely designed levels, its fantastic array of power-ups, and its freakish stylised cyber-organic graphics. The result is an incredibly tough and challenging shooter, which leaves the player feeling as though they scrape through each level by the skin of their teeth... if they survive at all, that is. Tough is not the word.

There are actually two versions here, the original R-Type, and its sequel, R-Type II (surprise title, eh?). There are mono and enhanced colour versions of both games, which play pretty much identically. Plus, for the masochists among you, there's R-Type DX, which appears to simply be both games joined together for a mammoth blasting session.

Whichever you pick, the objective and gameplay are pretty much the same. In the meantime, the



Bosses are absolutely huge, spanning several screens. You'll need nerves of steel, and fine picking skills to fit through the nooks and crannies and finish 'em off.



Underwater world, and would you look at that column of seaweed. Another tight fit ahead then.

screen constantly scrolls from right to left, and you have to engage wave-upon-wave of alien attacks, picking up the generous helpings of power-ups to assist you, and eventually come to the end-of-level boss (and throwing everything you've got at it). Level design is exquisite. While the enemy attack in dumb waves, the programmers seem to know exactly how you'll react. More often than not, you'll find yourself crashing right into the very aliens you're trying to evade. It's as much a case of committing their attack patterns to memory as it is frantic stabbing of the fire button. In this way, slow but sure progress can be made...

Luckily, you've got a very big gun with which to defend yourself. Ingeniously, there are two methods of using it: rapidly tapping the fire button results in a stream of laser fire, which happily disposes of many of the common-or-garden adversaries. But for more suburban nannies, there's another approach. Hold the fire button down for a moment, and it charges up for a much more powerful shot. This can take

out several enemies at once, and, on some occasions necessary for disposing of the bigger, badder brutes.

Then there are the power-ups. Stay alive for long enough and you can accumulate a serious arsenal of weaponry. And this is where the fun really starts. Protected by shields, a forward-flying drone taking out many of the enemies before they even reach you, a barrage of flamethrowers, missiles and supercharged lasers annihilating all around you – you should feel invulnerable. But you don't, because there's simply no let up...

The icing on the cake are the superb graphics. They're dark and atmospheric, with a futuristic/organic feel. Aliens are many and varied, ranging from robotic drones to gruesome mutated apparitions, complete with falling tendrils and inside-out organs – it's enough to give you nightmares.

R-Type is a tough and challenging game – even when you've played through the levels a few times, that's no guarantee that you won't come a cropper on

subsequent plays. You can't help feeling that skill only played a part in clearing levels and it's down to blind luck that you somehow managed not to be killed.

And if R-Type's challenging, it's a walk in the park compared to R-Type II. It starts off really, really tough. Then it gets harder. At times you almost feel like giving up, such is the strength of the onslaught. Almost. But you always feel that, give it another crack and you might – just might – make it through on your next play.

Thankfully, there are mid-level restart points in both games, and you have unlimited continues, so perseverance will pay dividends. And, praise be, you can restart from any previously conquered levels on subsequent plays so you don't have to go through all the pain again, thanks to the cart's battery back-up.

The result, then, is a frantic blast that will delight retro fans, although not for the faint-hearted, it might be just too tough for some. Incredibly challenging and long lasting too.

ADAM WARRING

THAT'S DISGUSTING!

DON'T FANCY YOURS MUCH

A big factor in R-Type's appeal is the grotesque cyber-organic graphics, no more so than the end-of-level bosses. Often taking up the lion's share of the screen, these revolting, pulsating masses assault the player with all manner of too-nasty-to-mention stuff, killing them is equally distasteful, involving well-aimed shots at eyes, hearts, and other tender bits...



FIVE IN ONE!

Two games, five ways to play, but it ain't gonna be easy sucka!

R-TYPE

The original arcade game in all its grotesque glory. It's a frantic blast, and you'll barely have time to wipe your brow between blasting waves. Mind the slippery floor now.

R-TYPE II

If you thought R-Type was tricky, wait 'til you try R-Type II. The baddies are bigger, they're meaner and there are more of 'em. It's more difficult than maths. Just keep your cool to stand a chance.

R-TYPE DX

Quite simply, the two R-Types stuck together in one convenient lump! Finish this in one sitting and we'll stuff you cups of 'em. It's more difficult than maths. Just keep your cool to stand a chance.

R-TYPE (MONO)

With its own graphics, this is a clear and playable version of the game in black and white. It's accessible by colour, but it's just as tough and scary.

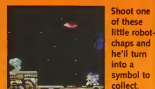
R-TYPE II (MONO)

Once again, owners of mono machines are catered for with their own version of the game. It may lack colour, but it's just as tough and scary.

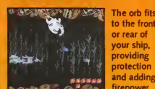


JUST A LITTLE PICK-ME-UP...

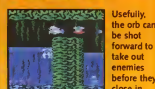
A brief selection of all the varied and useful power-ups on offer:



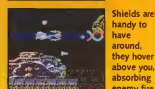
Shoot one of these little robot-chips and he'll turn into a symbol to collect.



The orb fits to the front or rear of your ship, providing protection and adding firepower.



Usefully, the orb can be shot forward to take out enemies before they close in.



Shields are handy to have around, they hover above you absorbing enemy fire.



The more pick-ups you collect, the better endowed you become – firepower wise that is.



It's just a pity when you get eventually get hit as you lose the badly lot. A right pain.

VERDICT

Utterly fantastic pocket-sized conversion of an arcade classic, but it might be a little too tough for some.

5

HOOK, LINE AND SINKER

Using the right equipment can make all the difference between catching a weeny and netting a whopper.

TACKLE SHOP

The only way to fish like a pro is by using the right equipment at the right time. The tackle shop sells everything you need, from rods to bait, and assorted extra bonus items. Hurrah!



LIVE BAIT

Yeuch! Some of these things are disgusting. Worms and maggots we can live with, but what kind of sicko sticks a whole frog on the end of their hook? Don't worry, it's only colour pixels, kids.



LURES

Much friendlier to the wildlife (apart from the fish, that is). Lures look like food, fooling certain fish into taking a potentially fatal swipe at the barbed hook concealed within. 'Lured.' See?



BIG STICKS

Expensive new fishing rods are the only things capable of catching some of the tastier specimens lurking in the rivers. They come in two basic varieties – standard ones, and fly rods. Expensive.



LEGEND OF THE RIVER KING

From: Pack in soft/Nintendo Price: £20 Link-Up: No Colour: Yes Out: Now

An underwater Harvest Moon? Zelda meets Get Bass in this cute-as-a-kipper fishing-based RPG.

All Right In Black & White?



Scenery isn't quite as pretty and the underwater scenes look less impressive, but it still plays well.

An old adage states that RPG heroes have a tough old life. In *Legend of the River King*, from the company behind the brilliant *Harvest Moon*, you play a young fisherman whose sister has fallen victim to a rare and terrible disease. The only thing that will cure her is the legendary Guardian Fish, a monstrous denizen of the deep with magical healing powers. You know what you've got to do...

Fishing games are hugely popular in Japan, and this is the first of a

wave of colour rod-casters set to hit the Game Boy over the coming months. If the rest of them are anything like as quirky and enjoyable as *LOTRK*, we may yet get hooked on the fishing craze over here too.

Catching and selling smaller fish is a curiously soothing experience. You can easily spend several minutes watching the fishy silhouettes circling the float, sniffing at whatever gory bait you've got skewered on the end of the line. If you don't have any luck, you can move on to another spot or try a different tactic: different

bait, lures, flies, or even the utterly vile 'chum' (a bucketful of chopped-up fish bits to throw in the water). Eco-friendly it isn't, because everything you catch winds up getting slaughtered at the fish market! Still, it's all good fun, so long as you don't have flippers and gills that is. Or your name's Kermit.

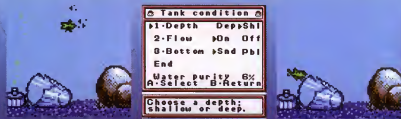
In case you forget that you're on a quest to save your ailing sis, there are roaming monsters to contend with. Well not exactly monsters, more a selection of non-aquatic wildlife. They have to be fought, otherwise they'll steal your fish and put you in hospital. It's a section that doesn't really fit, largely because of the choice of enemies – fine, if a bear attacked us then we'd gladly throw it a few fish before running home to change our underwear, but losing a 10lb trout to a wasp is ridiculous. This ain't quite *Alice In Wonderland* is it?

Other characters pop up from time to time to offer advice. Usually you have to pay for it with more fish, but it's the only way to find out what to do next. For instance, the ferryman wants a nice rainbow trout before he'll take you to the next bit of river,

GROW YOUR OWN

Keep your own baby tiddler inside the Game Boy like a Tamagotchi type-thing.

While you wait for the Guardian Fish to bite, you can raise your own tiddler from a tiny egg. It hatches into a random species, and you get to keep it in a virtual fish tank inside your Game Boy. Add toys for it to play with, feed it regularly, keep the tank clean, and it might eventually grow into a monster, or even evolve!



FISHMONGERY

It's a man-eat-fish world out there...

Forget all that Harvest Moon hippie stuff, where the animals you raise never die. Here, you sell your catch to the local fishmonger, who has an assortment of glassy-eyed dead things on display. As soon as you pocket the cash, it's off to Harry Ramsdens for the fish you sold, you heartless beast!

HP	100	Size	4
EX	U	Tel	2
Price			
0-100	150	41-60	300
10-20	250	61-	800
21-40	400	61-	900
21-40	Total	900	
Price?	Yes	No	



This chap looks the part, but we've never seen him catch a thing. Should we listen to his advice, or ignore him like the fish tale-teller he probably is? That green hat looks pretty dodgy.



Beware the curse of the spider. This creature may be tiny, but it can carry off three hefty trout if you fail to beat it in battle. How is this possible? The magical mystery of videogames, of course. When insects attack you'll feel the fear of the wild. Carry a rolled up newspaper for emergencies!

but how do you get one? Either spend a lot of time trying every bait and line combination, or pay for somebody to tell you that rainbow trout don't like worms.

Eventually you might find the Guardian Fish. We haven't yet, and we've spent so much time selling toddlers to the local cat food factory that poor old sis probably popped her cork ages ago. Never mind. There are two save slots, so we'll use one for her, the other for serious questing. Assuming we can drag ourselves away from the river. Wonderful.

MARTIN KITTS

VERDICT

You'll never have played anything like this before. A fantastic slice of fishing life, with a little RPG on the side. Brilliant stuff!

5

BORN SLIPPY

Three steps to heaven (catching a Trout that is...)

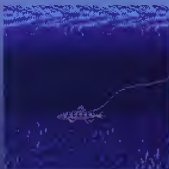
STEP ONE

Trial and error will tell you which bait to use for which type of fish. Set up your gear, cast your line, and wait for the float to turn white, indicating a fishy presence. Listen for the steady tone.



STEP TWO

Press A to switch to an underwater view. Don't press anything else - just let the fish run away with the line as far as it wants to. Don't worry, it's going nowhere and will eventually stop.



STEP THREE

When your fish tires and stops swimming, hold A to reel it back in. If it bucks and starts fighting, let it go until it stops again. Repeat until it pops out of the water! Bingo! Sorted! Catch!



Tucked up in bed after a hard day's fishing. Resting at one of the inns doesn't cost much, and does wonders for your health. Try and take regular breaks if you can.



The little orange blob represents your fist. You've just missed, meaning the crow will now take a shot at you, and maybe try to nab your catch if you're packing fish. It's the law of the jungle out there you know.



The only way you'll get to use this guy's raft is by catching a Rainbow Trout for him. He's obviously too bad a fisherman to get one for himself. (Hint: try halfway up the stream with worm bait.)

There's a lovely young lady in need of a particular kind of fish in that house. Catch one and let her cook it up for you. Smoothy does it you old foal!





If you thought creating Game Boy software was something best left to the professionals, then you'd better think again. With a bit of know-how, determination and above all, imagination, you can make great games from home. By Steve Edwards

Like any popular computer or console, the Game Boy has an army of enthusiasts working on their own home-based projects, producing anything from games and utilities to hardware devices and emulators. If you've ever used the internet to find information on the Game Boy, chances are you'll have stumbled across some of the many development sites out there.

What motivates many is the simple challenge of working on a machine with strict limitations and capabilities, while cheap and easy access to the various hardware tools, and utilities allows even those with limited means to get involved. So where do you start if you want to create your own Game Boy games? Ironically, with a pencil and paper...

DESIGN FOR LIFE

Before you even touch the keyboard you'll need to sit down and design the game you want to create. This is easier said than done, as game design – like programming – is an art in itself. However, here's a brief overview of the design process, and the best way to approach it...

First of all, establishing the style is important, as this dictates other factors such as the control system and screen update. For example, puzzle games are usually set on a single screen, whereas platform games often have scrolling scenery. Is it a shoot-'em-up, beat-'em-up, platformer, or puzzle game? Well, it's not that easy, as many games (such as *WarioLand II*) blend several styles together. Don't chain yourself to a specific style just yet, but do bear in mind that the best games all have a very simple concept at heart.

Next you need to start thinking about the main character and scenario. You might have already decided when and where the game is set, and therefore the style has to complement the ideas already in place (as well as adequately accommodate the main character and the world it inhabits). On the other hand, the game style can dictate what sort of story and character you want to include, but be prepared to go wherever the ideas take you – all games evolve differently.

GET JIGGY WITH IT

Not only does the main character need to be functional and suit the surroundings, it must also handle intuitively and look good (what do you spend most time staring at when you're playing?). Playability is paramount, so make them walk at a decent speed, jump a fair height, and responsive to the player's needs. How many times have you been killed because the enemies are faster?

Additionally, give them touches to complement their moves, for example wincing with pain when they get hit, as well as a special ability to give them a fighting chance. Another important factor is the size of the character – the bigger they are, the smaller the playing area seems. Finally, don't be tempted to sit down and work out character names or specifics yet, as these will suggest themselves as you go along.

You should now be bursting with ideas, but don't be restricted by your own imagination. Get a few like-minded friends around and bounce some ideas around. Don't be afraid to come up with surreal or stupid ideas, either; people don't play games for a taste of reality, they play to escape to other dimensions.

If designers didn't push the

boundaries, games would be dull. You can afford to bend the rules, so above all, be imaginative, crazy even. Establish the scenario and characters, then go absolutely berserk!

Once the concept has a style, scenario, and main character with a quest, they need to be blended together – it's time to develop your concept further and add life to it. Remember that people will be playing the game for fun, so keep the whole thing as enjoyable as possible. A good approach is to play your favourite and least favourite games, jotting down the bits you really like and really despise. Never be afraid to re-use an idea or technique (where would Mario be without coins to collect, eh?).

Regardless of how good the concept is, what happens if the Game Boy simply isn't capable of running such a game? You'll also need to consider the Game Boy's technical limitations:

- There are 40 hardware sprites (moving characters in the foreground), only ten of which can appear in a horizontal line.
- The in-built hardware scrolling allows you to scroll the whole screen, but the more you scroll, the more you limit the performance of the game.
- There's a limit of 32K of memory, divided between graphics, sound, music, and game code. You'll need to consider extra data to store maps and so on that people will notice).

DON'T LOOK DOWN

Don't look on the downside, though, this isn't the end of the road for your blockbuster – take the ideas and adapt them to suit. Be innovative and exploit the shortcomings rather than be shackled by them. All Nintendo games do this extremely well, building complex levels and situations from very simple ideas and gameplay

mechanisms. Don't compromise. Now the tricky part: blending everything together. If you have lots of ideas, don't be tempted to include them all at the start. Spread them out, give the player more to discover as they progress (this provides an incentive to keep playing). Bonuses are a firm favourite, so reward skillful play with extra lives, continues, and oodles of points. If you're sending them into a difficult area, give them a shield or extra life before, and a reward after. Be generous, and you'll win the player's respect.

Above all, though, have fun. Include the things that you enjoy,



design a game that you would actually like to play. Be realistic, objective, and don't borrow too heavily from other games (well, not so that people will notice!).

CRACK THE CODE

Perhaps the toughest element in bringing your ideas to life is programming, writing the actual code which will bring your ideas to life on the Game Boy. Be warned that programming isn't everybody's cup of tea; the hours are long and it's pretty heavy on the brain sometimes, but if you're willing to persevere, the

Software from your sofa

thrill of bringing a game to life is unsurpassed by any other aspect of development.

LANGUAGE BARRIERS

There are two ways to approach this; you can either write the code in Assembly Language, or another, more popular computer language called 'C'. The advantage of using Assembly is that it will, more often than not, be faster, more efficient, and more compact. On the other hand, 'C' is often a popular choice because it is easier to learn, has more structure, is easy to decipher, and is a universal language used to program anything from PCs to PlayStations. If you opt for 'C', it's a good idea to seek out Pascal Felber's **Game Boy Development Kit**, a superb software suite which will allow you to write Game Boy code in 'C' using a variety of custom-made tools. For Assembly language fans, by far the best is the **Rednex Game Boy Development System**. You'll also need to seek out a decent text editor with which to write the code, but any decent Shareware site (such as Winfiles) has a varied selection available.

One of the most valuable tools a programmer can have is a debugger, a program which displays what is going on

within the depths of the Game Boy's hardware while the game is running. Not only does this allow code to be streamlined and refined, it also helps enormously when it comes to tracking down obscure bugs and hidden glitches.

The best (and most popular) debugger is **NOSGMB** (referred to as 'No Cash'), a combined emulator and debugger created by self-confessed computer junkie Martin Korth. 'I started the project mainly for fun, and to prove that nobody needs a super computer to emulate the Game Boy,' says Martin. 'It took less than a year for the first developer to ask for a commercial registration! From that day on, I put more and more work into the debugger to make it a serious tool for game makers.'

Created with limited hardware and funding (hence the no cash name), it is this tireless dedication which continues to push forward unofficial Game Boy development. 'With the lack of suitable tools, people have to make their own,' adds Martin, 'or even search the internet and hope that somebody else has already made something similar!' With over 300 registered users, including hobbyist

programmers and even official developers, the quality of the program speaks for itself.

NIGHT ON THE TILES

Design and programming aside, you'll also need to pay close attention to the graphics, including all of the backgrounds and maps, as well as the animated player and enemy objects (or 'sprites') which will inhabit the game. Graphics on the Game Boy are built up from small blocks known as 'tiles'. These are very reminiscent of 'user-definable characters', as seen on old computers such as the Spectrum and C64. To make things clearer, load up

Tetris; one of those

CREATE YOUR OWN CARDS



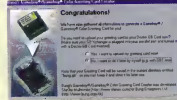
Step 1: Bit of an obvious one this, but be sure to read all the instructions.



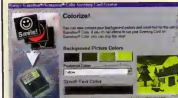
Step 5: Type in your text and scrolling message. Anything you want, really.



Step 2: Then choose a background image from the selection available.



Step 6: Transfer the program direct to your ROM cartridge. Nearly there...



Step 3: Next, apply some creative colouring to the picture, if you wish.



Step 7: The result of your hard-earned toil and the finished card in all its glory. Doesn't it look like its father? Endless fun can be had mucking around with the animation and colour.



Step 4: Choose a suitable piece of music and add it to your program.

small squares you can see on the screen is a tile.

Game Boy Tile Designer and **Map Builder**, two utilities created by life-long programmer Harry Mulder (who also runs a popular Game Boy website), represent an ideal starting point for those wanting to delve into the world of graphic design. The Tile Designer allows you to create all of the tiles for your game, including sprites, while the Map Editor is used to construct the backgrounds, be they gargantuan maps or just single screens. They're easy to use, well documented, and completely free.

TileBuddy: If you're a seasoned Game Boy hobbyist, you might want to try out this package created by Game Brains, a professional development company which specialises in Game Boy software. Originally intended as an in-house tool, TileBuddy evolved to become an integrated tile and map editor, which

also handles sprites, animation, and huge, sprawling maps of any size. The product is free, though you'll need to drop them a friendly e-mail to get your own, personal registration code.

ONE I MADE EARLIER

If the thought of wrestling with assembly language doesn't hold any appeal, there are plenty of other ways to create fun and entertaining programs for the Game Boy - all you need is an XChanger, ROM cartridge, and a couple of simple programs for your PC.

Greetings Cards: These are simple programs which display a picture, play a tuneful ditty, and show a scrolling text message to the recipient. It's an enjoyable and refreshingly different way of sending a greeting to a friend, and there are all manner of themes including Christmas, Birthdays, and Easter.

FROM CODE TO CART

Once you've created your masterpiece, you'll probably want to try it out on the real thing - running the game on an emulator is all well and good, but there's only one thing to discover if it's addictive enough to transform those long train journeys. Unless you're an official Game Boy developer, you won't have access to any kind of official development system, but thankfully it's possible to pick up a ROM burner (and the ROM cartridges to go with them) more or less off the shelf.

The XChanger, a ROM reader/writer manufactured by Bung Enterprises in Hong Kong, is by far the most popular, and is even used by some professional developers. It and is even used by some professional developers. It and is even used by some professional developers. It and is even used by some professional developers.

specifically for the XChanger and even allows you to create compilation ROMs, squeezing several games on to one cart. Madeira Games # 01485 570256 are one of the UK's leading suppliers of Bung products, and you can easily pick up an XChanger and ROM cartridge for only £45.



There are some great programs out there, such as **Greeting Card Creator** and **Greeting Card Generator** (obtainable from the **Bung website**), both of which will generate the program for you.

Trivia Programs: Using the ever-so-handy **Trivia Code Generator** (again available from the **Bung website**), it's possible to put together your own multiple-choice trivia games. Simply type in your questions, along with suitable answers, and Bob is indeed your uncle. While programs like this might appear to have limited appeal, there are a myriad of practical uses. For instance, you could use it to test your knowledge when revising for exams!

GETTING SIGNED!

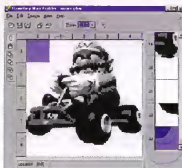
All you need is the right approach, a lot of dedication, and a sprinkling of good luck.

Convincing a company to take an interest in your designs is perhaps the most difficult, but the key words are clarity and presentation. Lay your ideas and thoughts out clearly, and try and make the design look as good as possible (use a word processor as opposed to a biro). A picture paints a thousand words, so punctuate the document with rough diagrams and thumbnail sketches.

Don't go into too much depth and keep it under five pages – promote the original aspects and gameplay mechanics, but in your head make sure you've thought everything through down to the finest detail.

If you have the skills to code up a rough, playable demo, then this is far more appealing to a potential publisher. You'll be forgiven any dodgy graphics, iffy presentation,

lack of sound, and bugs are practically mandatory. Nobody will be expecting a perfect, polished product. As long as you can encapsulate the essence of what



The Game Boy Map Builder (from Harry's Web site.) And Wario, of course.



It's amazing what you can do with The Map Builder, given a couple of hours.

you're trying to achieve, even the simplest of demos can convince the men in suits to sit up and take notice (and there are plenty of professional programmers who've landed a job on the strength of an early demo).

GOT ANY BRIGHT IDEAS?

Itching to get started on a Game Boy project of your own? Well, now's your chance – send in your game

USEFUL RESOURCES

To get your mitts on any of the programs and utilities we've mentioned, download some example code and freeware games, or simply track down more information on Game Boy development, here's a list of the top ten enterprise sites:

Bung Enterprises Limited:

<http://www.bung.com.hk>

Manufacturers of the XChanger and countless other devices. Some useful software here, too.

Game Boy Developers Kit:

<http://www.aracnet.com/~pfelber/GBDK/>

Pascal Felber's much-loved development system which uses 'C' rather than Assembly.

Game Boy Development Mailing List:

<http://www.ip.co.za/people/kalle/gb/list.htm>

A very active Game Boy discussion group, offering advice, help, and useful tips.

Game Boy Development Ring:

<http://www.webring.org/cgi-bin/webbing?ring=gameboydevlist>

A big pile of useful links – anybody who's anybody registers their site here.

GameBrains:

<http://www.gamebrains.com>
The only place you can get hold of the excellent TileBuddy graphics package.

Harry Mulder's Game Boy Development:

<http://www.casema.net/~hpmulder/>
Home of the Game Boy Tutor

Designer & Map Builder, as well as oodles of useful resources.

Jeff Frohwein's GameBoy Tech Page:

<http://home.hiway.net/~jfrhwein/g>

amboy/home.html
Unanimously regarded as the finest Game Boy information repository on the Internet.

Madeira Games:

<http://www.madeiragames.com>

The UK's leading supplier of Bung products, and the ideal place to get your XChanger and ROMs.

NoCash Firmware:

<http://www.work.de/nocash>

/gmb.htm

Home of the NoCash emulator / debugger and other useful utilities.

RGBDS Zone:

<http://www.mtatlde.demon.co.uk/rgbzone.htm>

Pop in here for the Rednex GameBoy Development System.

designs for the next big Game Boy sensation. We'll cast a knowing eye over your designs, and even rope in a few professionals to give us their expert opinion. We'll be looking for original, yet practical, ideas, and the overall winner will receive an unofficial Game Boy Development Kit, including an XChanger and a couple of blank cartridges, donated by the kind folk at Madeira Games.

Please note the following:

1. Keep it short and to the point – no more than five A4 pages.

2. Include plenty of sketches and diagrams to get your point across.
3. Ensure the ideas are presented clearly and attractively.
4. Sell the concept without getting lost in the details.

Send your entries to: **Design a Game Competition, Planet Game Boy, 30 Monmouth Street, Bath, BA1 2BW.** Closing date is the 4 October 1999. We'll bring you the winner and runners up in the next issue of *Planet Game Boy*. Get scribbling y'hear!

DON'T IMITATE, EMULATE!

Emulators (small programs which allow you to run Game Boy software on a PC) are pretty common nowadays. Here's a round-up of the best and most popular emulators around at the moment. In all cases, make sure you grab a copy of the very latest version, as this will usually have less bugs and most compatibility problems. Colour compatibility is listed on the right-hand side column. What are you waiting for? Get online and get one in!

Name	Version	Homepage	Size	O/S	Colour?
Boycott	0.50b1	http://emu5ever.emulationworld.com/boyco2.html	120k	DOS	No
DBoy	0.50a	http://square.millito.net/~yencu/dboyoh/dboy.html	104k	DOS	Yes
GB 97	2.937	http://members.aol.com/autismuk/gameboy.htm	95k	DOS	No
Gameboy 98	0.05c	http://gameboy98.gb.net/	95k	Windows	Yes
GRE	0.30	http://www.nd.edu/~jgeffre/gbe.html	38k	DOS	No
GBemu	0.42.4	http://members.tripod.com/~gbemu	213k	Windows	No
GBFan98	1.13	http://www.2s.biglobe.ne.jp/~maechiko/	47k	Windows	No
GBSim	0.99	http://www.emuunlim.com/emulators/console-handheld/gameboy/	28k	DOS	Yes
GBUK	1.01	http://www.pgaze.demon.co.uk/gameboyemulator.htm	130k	DOS	No
Hello GB	110309	http://www.emuunlim.com/hgb	155k	Windows	Yes
KGB	0.20	http://kgb.emulationworld.com/	102k	DOS	Yes
NO\$GMB 0	2.2	http://www.work.de/nocash/gmb.htm	83k	DOS	Yes
SMYGB	0.20	http://billyjr.com/smygb/	43k	Windows	Yes
VGBDOS	0.88	http://elektron.et.tudefl.nl/~jdegoede/	214k	DOS	No
VGBDOS	1.50	http://www.komkon.org/fms/VGB/VGBWindows.html	144k	Windows	No



▲ The map screen is perfect, hinting at the position of objects and players without giving too much away. Red dots show traps, yellow dots mark the position of hidden objects.



▶ This silhouetted spy is your boss, who appears on the TV screen and guides you through the game's various menus and options. Lovely chap. Your mission brief is outlined below; note the 'and escape'. Bizarre.



◀ The first spy to escape with all five objects flies into a waiting vehicle, leaving his enemy stranded. If you're playing the computer, expect to be left grounded an awful lot.

▶ Black Spy's carrying the umbrella, which will protect him from door-based water traps. It only works once, though, which is a pity really.



SPY VS SPY

From: Kemco Price: £25 Link-Up: Yes Colour: Only Out: Now

I spy, with my little eye, some of the most frantic multi-player fun on the Game Boy Color. No really, we mean it!

A lright! This takes us back. *Spy vs Spy*, based on a comic strip from an obscure satirical magazine called MAD, first made an appearance on the Commodore 64 over 15 years ago. Back then, multiplayer games hadn't

advanced much past the yawnsome bat-and-ball antics of *Pong*, so *Spy vs Spy*'s frantic two-player trap-setting action made it a huge success. Thankfully, this colourised Game Boy interpretation offers the same level of gleefully misguided mischief. As either Black Spy or White Spy,

your mission is to find a collection of hidden objects – by opening cupboards, lifting rugs and peering underneath wall-mounted pictures – before your rival beats you to it.

Sounds simple. But to make things more interesting, each of you is armed with a set of brilliant booby traps which can be concealed inside furniture and behind doors to supper your undercover enemy. A

TRAPS

Your rucksack is stuffed with four fantastic traps. Fancy a butchers? Of course you do. Also, learn a hundred ways to kill someone with a rolled-up newspaper...

SPRING

This coiled wonder can be secreted in any piece of furniture, giving the enemy spy a nasty shock – and a speedy trip to the other side of the room – when he uncovers it. However, any spy who's found the hidden pair of pliers will be able to cut the spring, deactivating it. We were joking about the newspaper.



BOMB

This can also be hidden within any piece of furniture, and explodes the moment it's disturbed by a spy. It's useful, but not quite as much fun as the spring. Use the bucket to defuse the bomb and escape with all your limbs intact. (The explosion looks exactly as it does in the time-bomb box. See?)



BUCKET OF WATER

A classic schoolboy prank transferred to the world of international espionage. Balance the bucket on top of any closed door, and watch your opponent get a soaking when he stumbles through. To add insult to injury, he's then electrocuted. Holding the umbrella will stop you getting soggy though.



TIME BOMB

Plant this sneaky device in a room and any spy who enters (including you) will have just two seconds to vacate the area. Otherwise, it's messy chunks time. Helpfully, your face turns blue to show you've entered a bomb room. The ticking menace can be deactivated using the bucket. Not like this unlucky chap.



TUTORIAL

How, when, where. All here.

There's a carefully thought-out tutorial section to explain the ins and outs of spying for the uninitiated. After a series of specially-designed maps, it teaches you how to move from room to room, read the map, set traps and complete the game. Pay close attention – after a few lessons, you're plunged straight into a set of training levels, played against the computer, where your new-found skills will be put to the test. Unlike many adventures, as much time seems to have been spent on this training section as the rest of the game. Kemco, we salute you.



All Right In Black & White?

X Well, no. *Spy vs Spy* is Color-only. You should still be able to find the old mono version though.

trap victim is 'sent off' for a fixed time, giving their opponent precious extra moments searching time.

The more complicated traps from the Commodore version have been abandoned, leaving a quartet of devious tricks that never fail to put a huge grin on your face. Your opponent's screen is clearly visible, and a map reveals the location of any concealed weaponry, but the speedy play makes it impossible for players to avoid stumbling into a trap. Watching the enemy get drenched, then electrocuted, by a suspended bucket of water, or flung across the room by a hidden spring is immensely gratifying, and rewards the nerve-wracking few seconds spent setting the trap earlier.

Like the very best Nintendo games, *Spy vs Spy* positively glows with the amount of care and attention put into it. Graphics are a lesson in colourful splendour – where the developers could have put ugly brown tables, they've gone instead for animated TV sets and fish tanks brimming with multi-coloured finny friends. The controls, too, are perfect, allowing you to sprint through rooms with ease and almost subconsciously access the traps and map, while the new-fangled combat controls drastically improve on the finger-twisting method used by the '80s original. A real step forward.

Truth be told, you'll need a Game Boy-owning friend to get the best out of *Spy vs Spy* – the computer opponent is an outrageous cheat, regularly finding the most essential objects and the exit within seconds of the game starting. Although this makes for good practice – it teaches you to use map-studying, trap-setting and object-finding in equal part to create that winning strategy, playing against a fallible human counterpart is a more enjoyable experience, with ten times the laughs. In short, the computer sucks.

Curiously, all that lets *Spy vs Spy* down is the increased complexity of the later levels. As elevators, staircases and huge multi-room mazes become the norm, bumping into your opponent or succumbing to a trap becomes a disappointingly rare occurrence. Thankfully, this can be avoided via the easy-to-use level select, allowing the best maps to be played again and again.

All in all, then, *Spy vs Spy* is a superbly-crafted, good-looking game, and recommended if you've got a friend and a link cable. Just remember to check the box for hidden springs before you open it or there'll be tears before bedtime, mark our worldly words.

MARK GREEN

VERDICT

Maniacally enjoyable trap-based action, which provides laugh-a-minute multiplayer shenanigans. *Spy* harder with your mates!

4

SCENERY

Take a look through the keyhole

FURNITURE

With a simple press of the A button your spy can lift up, turn over and look behind any item of furniture. If he's lucky, inside will be one of the four objects you need to complete your mission. If he's not, a trap will send him to the big spy base in the sky.



BRIEFCASE

It's vital you find the briefcase before attempting to collect any of the other objects. Without it, you can only hold one item at a time, meaning you'll have to drop your currently held object whenever you grab a new one. The computer opponent always finds the briefcase suspiciously quickly.



CABINETS

Certain items of furniture contain the items you'll need to disarm traps. The coat stand always contains a spare umbrella, which your spy can use to protect himself from the bucket-of-water trap. There's also a set of pliers and a bucket for those tricky traps.



EXIT

Exit doors change position with each game, and only one of the two or three which appear are genuine escape routes. You can only go through with all five objects in your possession, and believe it or not, the angry man who appeared if you tried to escape without them in the C64 version is gone!



▽ When the two spies meet, combat begins. There's a variety of weapons hidden in each level – the White Spy's ridiculously large stick is the best.



WHEN ROMANS ATTACK! Roman soldiers come in all shapes and sizes. They're weird.

SPEAR-THROWER

Real wusses, these ones, but they're quite annoying, being able to hit you from a distance. Running headlong into pointy sticks isn't much fun at all, kids.



SWORD-FIGHTER

These guys are a bit on the tougher side, as they can take three solid thracks before they hit the ground. Go on, give 'im a good smacking!



PEASANT TOWNSMAN

Not particularly Roman, but these chaps are unfriendly nonetheless. Watch out for barrel-throwers. You'll have to employ the old duck 'n' dodge technique.



Don't ever creep up behind a rugby player - you're likely to get a sock in the mush. Nice one, Obelix!

OBELIX

Win the Rugby game without getting tackled once!



All Right in Black & White?



Most of Asterix & Obelix's appeal lies in it's cute graphics, and so it isn't available in mono.

From: Infogrames Price: £25 Link-Up: No Colour: Only Out: Now

...In which French blokes trounce people from all around the world. Is this some sick repeat of the World Cup?



rrghh! another platform game. And there was thinking that there weren't enough on the market already...

Sarcasm aside, A&O charts the adventures of the lardy Gaulish warrior, and his smaller, smarter buddy, should you choose to play him instead. A kind of Mark and Lard for Ancient Rome. If you will. They're on an across-the-world jaunt to collect tributes for Caesar. He's barricaded them in their own village, you see, and being nice sort of chaps, the Gauls have decided that, just for once, violence isn't the answer. So off they toddle, magic potions in hand, to bring a smile to the old fiddler's boat race.

The format is pretty straightforward, travel through various levels (representing different countries) and find the tokens for Caesar. Levels are all pretty much as you'd expect, with platform action and Roman Centurion boshing in equal measure. There's also plenty to pick up - break a stone, and you may well find a power-up or health boost beneath it.

The levels are pretty straightforward, and there's nothing that'll really take you

by surprise. The graphics are brilliantly done and a nice surprise, with recognisable characters and good use of the Game Boy Color's palette. But in the end, it's just the same old thing dressed up in big stripey trousers. ALEX BICKHAM



Punch the square blocky things, and you'll get one of several different things: coins, stars or power-ups.

Asterix sniffs the air, and detects the rancid stench of Roman Centurions. Time to get busy with that sword...

Level two is curious, as it gives you two routes to choose from. This is the nastier underground pathway.



THE BIG GAME

Level three is basically a huge game of rugby, with Brits versus the Romans. The idea is to beat the Romans (Duh!) and thereby champion the team of your British cousins. You can opt to go for field-goals, but really have to throw the ball pretty hard to succeed.



VERDICT

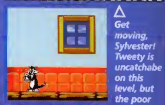
Samey platformer that never really starts to shine. Reeks of garlic like a half-decent episode of Eurotrash.

3



Most of the 3D puzzles are no more taxing than getting a certain object and using it in the right place. Which is cool.

Sylvester doesn't get on at all well with the dodgy electric cords in Granny's house. One touch of the yellow sparks, and the hapless mog is toast.



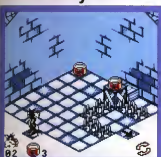
Get moving, Sylvester! Tweety is uncatchable on this level, but the poor cat won't last long with that whoppin' bulldog.

One evil little bird caught. Now to eat his liver with some cat food and a nice bowl of milk. FFF-ff-ff-ff-fff

SYLVESTER & TWEEETY

From: Infogrames Price: £20 Link-Up: No Colour: Yes Out: Now

Scrolling platformer, 3D adventure and frustrated cat all in one friendly cart.



Sylvester eyes up a tasty can of cat food next to some deadly spikes. The question is: Does he feel lucky?

If only Tom could get to put one over on Jerry from time to time, and if only Sylvester could finally do a Colonel Sanders job on that evil little bird, Tweety Pie – then truly, there'd be some justice in this world.

Well, it's easy to see why. The good guys are always so imperiously obnoxious, you just have to cross your fingers for the baddies every now and then, or you'd be driven insane by their dazzlingly perfect smiles and cute one-liners.

Sylvester & Tweety lets you play on the dark side for once, but does the cat ever get to chow down on Granny's repellent bundle of fluffy yellowness? That would be telling now, wouldn't it?



Try as you might, for all the running, jumping and puzzling you have to do, the bird is always one step ahead. When you think you've caught it, Tweety (custard canary from hell) whips out a mallet and viciously batters your poor moggie into the ground. Then it's off to the next level, where you just know the outcome is going to be something even more bizarre and painful. Getting there can be fun, even if the puzzles fall short of the most taxing tasks ever created. Graphics are excellent, especially on the scrolling stages, the music is catchy, and it has been a while since we last saw a genuine retro-style isometric 3D puzzler. Still, this one's done with panache.

MARTIN KITTS

CHALLENGE

Make it through the second section of Granny's house without getting hit.

All Right In Black & White?



Not as exciting or lush in monochrome, but speed and gameplay are unaffected and Tweety's still annoying.

VERDICT

Too simple to warrant a four-star verdict, but a fine mixture of game styles nonetheless. Fans of the cartoon will be in heaven.

3

TWO GAMES IN ONE

PLATFORM

A platform/racing hybrid, in which Sylvester must chase Tweety before he's crushed to a pancake at the edge of the scrolling screen. Guess what? By the end of the second level, the cat finally gets his claws on the evil one, but... well, you can just imagine who gets the short end of the stick. Meow!



Fancy a spot of a Zelda-like exploration, then walk this way...

PUZZLE

Most of the interior levels are composed of 3D puzzles, although benefit from being easy to get into. Enemies also tend to move in set patterns and it doesn't take much brain power to figure out exactly where to use the items. Just drop the bone to get the guard dog out of the way. Simple eh?



▽ Pick up the bomb icon and you'll be able to drop more of the round exploding doobies at any one time. Makes sense.



When those four bombs go off together, that fish will be nicely grilled. Set them off with the remote control detonator if you find it.



Jump mode is an interesting bonus to the main section, and extremely difficult to get the hang of. Still, there you go, that's showbiz for you!



◀ If you're not careful, the waterfall will sweep little Bomberman right off his feet and into the clutches of a waiting enemy.

POCKET BOMBERMAN

Best the jump game on the hardest setting.



From: Nintendo Price: £20 Link-Up: No Colour: Yes Out: Now

Bomberman returns, but not, surprisingly, in one of his traditional multiplayer guises...

Alright now. Listen up. Bomberman has been a major videogame character for bleeding ages, occasionally appearing in the guise of Dynablaster, or Game Boy-bound as Wario Blast and, like Roger Melle (the man on the telly), he's had a mixed career over the years amid all the flying bricks, explosions and costume changes.

BM's standard top-down multiplayer games still rank as all-time classics, and there have been countless sequels on every format imaginable, but (rumblings of unease) whenever he appears in a

different kind of game (large violent thunder-clap. Yoikes!) it's usually to a mixed reception. Pocket Bomberman is merely a combination of the original one-player Bomberman, which was a fairly decent maze-'em-up and the more recent N64 platformers. And the bad news is, this stuff doesn't really come off.

Part of the problem is it's all viewed from a side-on 2D perspective, with Bomberman capable of a fairly limited range of platform game moves. Scattered around the levels and inside certain blocks are the familiar range of BM-style power-ups: speed shoes, remote controls, extra bombs, and so on. To open up

the exit to each level, you've gotta kill everything that moves. There's generally a certain order you should do it in if you want to pick up the best goodies along the way, and repeated attempts will eventually reveal it.

As a bonus, there's Jump mode, in which Bomberman's feet seem

to have springs in them, so as soon as he hits the ground he bounces up in the air. The aim is to get to the top of a vertically scrolling tower, killing mini-bosses along the way, and you play to get the quickest time possible. And that's about it.

Overall, PB's all a little repetitive, but nothing remarkable. Still, the password system means that you don't have to repeat the early levels unless you really want to.

MARTIN KITTS

VERDICT

Bomberman's umpteenth and, as we all know, he's only ever at his best in a proper multiplayer battle.

3

BOMB THE BOSS

After four normal levels, you'll be whisked away to face a boss character. They range from giant sea creatures to mutant vegetation, but they all follow a similar pattern, gliding around the screen and stopping to fire off a few projectiles when angered. A remote detonator is a real godsend on these stages, allowing you to take the big boys out more quickly and reliably than before.



△ Bomberman faces the tough giant green leafy tree boss!

All Right in Black & White?



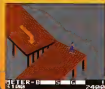
No problems playing the game in mono, as doesn't rely on colour in any way at all, which is good news.

SKATE OR DIE

Visit the skate parks or get stung on the streets, if it's high speed thrills you're after then 720° does its damndest to deliver the goods.

DOWNHILL

The simplest park is a downhill race with a few 90° turns to contend with. Zoom down to the bottom as quickly as possible for a gold medal and a time bonus. Or fail to your death. Your call.

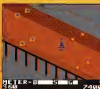


RAMP

The ramp park is a timed start challenge on the half-pipe. You simply skate back and forth, attempting to clear the full pipe and (hopefully) a coin reward. Tricks will reap major rewards. Stay frosty.

SLALOM

Nipping in and out of the tight slalom flags isn't easy. First, be comfortable with your chosen control method, and then get a good rhythm going on the 8 batten. Dedication pays dividends.



JUMP

There are several huge jump ramps to contend with here, set at 90° angles. Points are earned by springing quickly as many times as possible while you're airborne and not crashing on landing.



From: Midway Price: £25 Link-Up: No Colour: Yes Out: Now

One of the top machines from a 1986 arcade, and it fits neatly in the palm of your hand...



Win a full set of gold medals on expert mode.

Retro arcade conversions are ten a penny on other systems, but on the Game Boy Color they tend to be a little more special than most. For why? Let us explain.

Perhaps because we don't expect flashy 3D graphics and 21st century updates on our favourite handheld, straight conversions of the classics of yesteryear don't seem like old hat. Converting modern things like NFL Blitz and Mortal Kombat 4 is plain foolishness, but to have one of the best arcade games of the eighties in the palm of your hand is sheer bliss for a whole generation of twenty-something game junkies.

720° was a next-generation classic of its day, and although this version lacks the flashy graphics and analogue control system, it's much better than the original 8-bit home conversions which limped out 12 years ago. There isn't any real quest or mission as such, other than the pleasure to be had from completing a full set of gold medals on the game's four skate parks. Your little character skates around a surreal town, performing stunts and earning points to make life that little bit easier.

Not the kind of experience that most people would sit down and devote a good two-hour session to, but you're certain to keep coming back to it on a regular basis for a quick bit of inner city stunts if you're one of the converted.

MARTIN KITTS

Take too long opening the skate park doors, and a scissor-shaped swarm of bees will sting you to death!

Outside on the city streets. Performing a few quick stunts earns you the points needed to get into the skate parks.



Street skate ramps are really handy. If you're not in the city, check them whenever you see a letter M.

Do a perfect run on a course, with plenty of stunt to stand any chance of winning a gold.

All Right in Black & White?

Not too bad on a Pocket model, but the scrolling is fast enough to be blurry on an original fat GB, so wear this in mind.



No, no, no! You're supposed to leap over the water hazards for extra points, not take a dip. What a nutter.

Silver medals are easy to come by, but the gold ones can be a real nightmare.



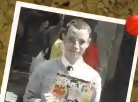
VERDICT

Fond memories of the arcade original? Then you're going to love 720° on the Game Boy. A sharp and playable conversion.



ME AND MY GAME BOY

We sent our intrepid spies out and about in Bath. Their mission: to compile a dossier on all the Game Boy fanatics out there!



"Here dad!" Steven from Caversham, visiting Bath but now the Color is available, I'm buying another one! I fancy the N64 and DS too!"



"Mateo Fierro from Moulton! I've just bought Donkey Kong 3 and it's the best game ever! The worst! Gotta be Mega Man. It's too easy and too boring! La vida es la vida, baby!"



"Claire! Why are you perched on top? Well, I saw my ring as a star! It got a bit... sorry, but I think it would spoil the photo if I stepped out of my Game Boy to pass the time!"



"My name's Matthew Carter. People call me Matthew Carter. I'm going to Bordeaux for a couple of weeks with college, and I'm thinking of buying Mario. Land it to keep me company."



"Ost! I'm David from Alcombe in Dapfyn - Spain to you! I know, take my Game Boy on holiday with me. I've had a great time here but the weather isn't as good in England!"



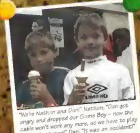
"Hi, Benji Hogin here. I've had my Game Boy Pocket for a year. My batteries ran out when I was just about to get my highest score ever on Tetris, so I'm going to buy a battery pack!"



"We're Becky and Lisa, peeing out on our... We've got Mario Six Golden Coins and... I'm not, but won't be buying any new games for a while - they're too expensive!"



"I'm Seanan, all the way from Hong Kong! My... game's best moment was finishing Zelda - and no, I didn't cheat by using a game guide, though it did take me around six months!"



"We're Nathan and Dan! Nathan, I've got angry and dropped out of Game Boy - how the... cable won't work any more, so we have to play it with batteries! Dan! It was an accident!"



"Game, speaking! I've named up all my pictures... it's my goal. My all-time favourite is... and I like to play it up against my pet!"



"Mum's the name, and I've just got paid this... on Mario after being stuck for months! I've been sick on... school trip 'cause I'd been playing my Game Boy on the couch!"



"Becky and Shelly here. We've both had our... games and fighting games! Not very helpful, we know, but we do take a good score!"



"Hello, my name's Chavell and I'm in town with my brother looking for some new clothes for back on holiday. The other universals are... non-black, white, and black and white!"

We want to hear from you! Send a snap of yourself with likes, dislikes, and all your best Game Boy moments to: Planet Game Boy, 20 Monmouth Steet Bath BA1 2BW!

CLOAK AND DANGER...

...and, well, you're given a troubling choice between by a tap of the Select button, which makes you invulnerable from enemy attack for a certain period of time. (Pretty useful in a variety of sticky situations, we think you'll find.) Every time you use the cloak, the Time Indicator lowers, so you can use it as often as often as you like until it's time out. And it becomes essential if you take too long on a level, because shortly when the alien wind in the Nineties. They can move faster than you and our sturdy launch towers, so it's best not to hang around.



Those small blue spiky blobs are actually just humans. Odd, we know, but true. Best get rescuing them, eh? You can't just hang about for ever doing nothing!



Staying in the air and trying to manoeuvre whilst shooting is dashed tricky. But you should get used to it.

Complete the first wave in less than ten seconds. It can be done, you know.



DROPZONE

From: Acclaim Price: £25 Link-Up: No Colour: Yes Out: Now

A long time ago in a galaxy far, far away one man had a trusty jetpac and a magical cloak. Well, you get the idea, right?

A

t all once, retro gaming has become massively fashionable. Now that videogames are of the age where they can quite justifiably be said to have a history, it's with fond memories and rose-tinted nostalgia that we look to the older titles. Dropzone is from the murky waters of late 1984. Doesn't bode well really, does it?

But not Dropzone is close to fantastic. The aim is forehead-slappingly simple, guide your little astronaut around shooting seven shades of the proverbial out of small, Space Invaders-style aliens, whilst rescuing helpless humans and ferrying them to safety. The action is fast, frenetic and unbelievably hectic, and said spaceman, with the help of a jetpack, thrums around with the just the right amount of inertia, making movement something that requires a bit of practice, but it's not hair-pullingly frustrating.

After the first few levels (which require you to simply clear out all the aliens therein) the alien waves come thicker and faster, and there's natural phenomena such as lava fountains to contend with, all of which combine to make the game a definitely tricky proposition. Goddamn, it's hard.

So if it's all-out action you're after Dropzone should hit that bill

quite nicely. There's little more to it than constant dodging and blasting, but, by 'eck, it's fun. Just the stress-busting trick needed after a hard day at work, or school, or when you're stuck on Zelda. Right, just time for one final go, then.

JES BICKHAM

VERDICT

Simple and ancient but still pots of fun. Remember Jetpac on the Spectrum? You'll love it! We do too.



All Right in Black & White?



Just about, as the itchy graphics are hard to make out on a black and white screen.

BULLETS DVER BROADWAY

OK, there. Not for given it's not the, but just good fun whilst the nostalgia is a... regular game. And, whilst the weapons - in Dropzone aren't plentiful - a great lot of fun, to be precise - they certainly do the job. You've got your conventional blasters which, by tapping the A button, can send out rapid-fire streams of bullets, and the Smart Bomb. Which is cool. You only get three of these, but they completely clear the screen of alien activity by exploding everything within 100 metres of itself. They're just dropped when you need to collect a human and you're under heavy attack. So use 'em sparingly.



And send Jerry the Bomber to the drop-off point, and try not to get headily killed along the way.

SPY HUNTER

Let's take that lonesome highway, Norman!

Spy Hunter makes ingenious use of the Game Boy's limited buttons to facilitate all the power-ups and so on. The D-Pad controls acceleration and turning. Start flips you into high-speed, various combination of the B-button and D-pad activates power-ups, should you have collected them from the back of the helpful van, such as B-D-Pad left for the all-slick. Getting in the van is tricky, as you have to line yourself up behind it, wait for it to drop the sumps, and then accelerate at high-speed into it. The A-button, of course, fires your machine guns, which come equipped as default. Most impressive, we think you'll find.



Perhaps we're a bit too old, but we remember playing this on Clackson Pier's arcade. It had a brilliant steering wheel and a two speed stick shift. Ah, those were the days!

Retro-style – just right for same pocket-sized entertainment. The great thing is, both these titles would be worth £25 alone, so it's the bargain of the century!

SPY HUNTER & MOON PATROL

From: Midway Price: £25 Link-Up: No Colour: Yes Out: Now

Midway deliver some 1980's arcade excellence in style.

My goodness! Two games on one cartridge? And not just any games either, but a couple of golden oldies just begging for a Color Game Boy update. Quality and quantity!

Spy Hunter is, of course, one of those who remembers throwing his pence pieces in an ancient arcade cabinet just to hear the rousing notes of "Peter Gunn" is in for a treat. And for those that have never heard of it, you basically weave a top-down car around, avoiding and shooting baddies, whilst driving into the back of a van to get power-ups (oil slicks, missiles and smoke screens). Oh, and turning into a boat along the way. Top stuff indeed.

Moon Patrol is equally as much fun – its emphasis is on jumping and shooting, as you race your moon-buggy along a cratered lunar surface whilst aliens hover above, raining down bombs from a great height. Luckily your gun fires both ahead and up, but the often simultaneous shoot/jump action is frantic.

Both games are simple and basic fun, but have been tailored well for the Game Boy market. And, in case you forget, this is two top button-bashers for the price of one. Heartily recommended then, for everyone.

JES BICKHAM

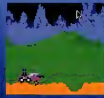
On Moon Patrol, beat the first level in under 10 seconds.



MOON PATROL

What to do when it all gets a bit too busy...

Although you have to leap over the craters, always use the A-button, as the craters will destroy you if you fall into them and the obstructions in your way can be destroyed if you pump enough firepower at them. They eventually clear in larger stars, though, so you'll need to shoot more the deeper in you go, leaving you with the tricky decision of jumping over them or shooting them rapidly. This becomes especially hard when you encounter the evil combinations of several craters and obstructions all at once, which gets thrown at you later on in all the action!



Luckily you breaked just in time to avoid the alien bomb. The dirty swiner. One more second and the green movie would've had you!

All Right in Black & White?



No. The graphics are just too small and blurry to be made out in mono. Which is a pity!

VERDICT

Two great games on one cartridge. A real bargain. Two of the best retro-arcade games ever. Ever!



DROP STUFF!

Total mastery of all things Klax explained in plain English, just for you.

BEGINNER

Try to arrange the line in a tidy colour sequence – reds on the right and purples on the left, in this case. Fit them up neatly and keep your fingers crossed for Tidy-Goodie! (If you get up, you're dead.)



INTERMEDIATE

Just scored a three-purple Klax on the left then, but it would have been better if we'd flipped the last one back behind the blue, and gone for a diagonal line... even... we're... better... go... up... next time.



ADVANCED

Ahh, now this isn't looking great. Five tiles is the maximum you can hold at one time. But by flipping them back, we can get those Klaxs together and... Ouch! Miscalculation! Back to the drawing board.



HELPI

It's just like being back in 'Name Tiles coming from everywhere, and none of them is the colours we want. Looks like it's time to surrender. Pass the aspirin. Grandmother, I need to sit down.



KLAX

From: Midway Price: £25 Link-Up: No Colour: Only Out: Now

A 3D puzzler for psychics, Zen masters and everyone who wants something a little bit different from Tetris.



curious little action-puzzler is Klax, which threatened, and ultimately failed, to take over the world shortly after Tetris first appeared on the Game Boy. Expensively promoted '16-bit home versions of the impressive arcade original were all the rage for a while, but while Tetris has gone from strength to strength, Klax just sort of went into a deep sleep.

Well now it's back, Game Boy technology having caught up enough to make a conversion possible, and it's very much awake. Your aim? To line up three tiles of the same colour, rather like in Puyo Puyo. The difference is the way the tiles flip down the screen towards your little flipper. They arrive at a frightening speed, so being able to carry up to five tiles before dropping them is essential when it comes to devising high-scoring strategies.

Make a Big X, which scores millions of bonus points!

CHALLENGE!



The more tiles you get rid of at once, the bigger your points bonus. You can flick them back about halfway up the table in an attempt to get them arriving in the right order. When you reach the point of competence, after many bewildering failures, you'll find that a strange kind of Klax instinct takes over. A such sense hidden deep in the mind that allows you to juggle three or four tiles while scanning the rows stacked up in the bins below, looking for that elusive big score. It isn't for everyone, being far more difficult than Tetris, but is a welcome change.

MARTIN KITTs

All Right in Black & White?



Unfortunately not. Klax will only work on colour machines. So, get out there and buy one now!



Get used to it. Even if you're a 400-line-a-day Tetris player, Klax is so different that you'll have to learn a whole new set of skills to keep up.



This diagonal line of three brown tiles is good – when it vanishes, the yellows will drop for another bonus.

KLAX WAVE

11

YOU MUST GET

15 KLAXs

HINT: Make a BIG X on this wave for a SECRET WARP!

Each of the 500 levels has a specific objective. Before moving on to the next one there's a hidden bonus too.

Freestyle mode is for practicing your Klax skills. You can drop as many tiles as you want, so you can keep on playing forever if you want to.

VERDICT

Addictive 3D puzzle for which you'll need the brain of a Tetris guru and the reactions of a Mario master.



LOGICAL

Play through the first dozen levels without losing a single life (or getting bored first.)



From: THQ Price: £20 Link-Up: No Colour: Only Out: Now

It's got wheels, it's got marbles, it's got goo. But it's not particularly logical...

Many of the Game Boy's finest moments have been puzzle games. *Dr Mario*, the *Bust-A-Move* series, and, of course, *Tetris* are the premier titles among dozens of pretenders. So, when a new puzzle game comes along, it had better be something really special to stand out from the crowd.

Logical, we're said to say, just doesn't measure up. It sounds intriguing enough – it sounds marbles drop into the playing area from the top of the screen. Your job is to rotate wheels with marble-shaped receptacles in order to form groups of same-coloured balls so they eventually disappear. In practice, though, there are too many problems to make it any fun.

Firstly, it's too fiddly. You have to manipulate wheels all over the screen by moving the cursor around with the D-pad, rotate the wheels (in only one direction) with the A button, and move balls around by pressing B and the D-pad in combination. It's simply too cumbersome to be able to do quickly and unconsciously.

Secondly, it's just not frantic enough. The speed of the on-screen action plods by at a fairly sedate pace. Other factors come in to play to add variety, but the level design doesn't ever feel particularly clever; you work out what you have to do in the first couple of minutes, after that completing the level just becomes one big, never-ending chore.

Until, all of a sudden, you come across a level that's incredibly – almost impossibly – hard. Not because of any particularly devious level design, but because the time limits so strict that if you happen to

WHAT'S THAT DO, THEN?

As you progress through the levels, things get decidedly more complicated with a number of devices. The basic idea might be simple enough, but after a while you'll be keeping your eye on four things at once. For the moment, here's what does what:

MASTER PIPE

Marbles appear in this here tube. As soon as you manage to place one, another takes its place. Simple as that.

GREEN SLIME

You only have a limited amount of time to get each marble from the Master Pipe and out into the system, indicated by the level of green slime.

COLOUR CHANGER

When a marble passed through one of these, it changes colour to the indicated hue.

TRAFFIC LIGHTS

When traffic lights operate during a level, you must fill wheels with marbles in the colour order indicated from left to right – they won't explode until you do. So, there's a load to watch.

DIRECTION ARROWS

Marbles only go through these in the one direction, bouncing off otherwise.

COLOUR INDICATOR

This shows you the colour of the marble next due to pop into the master pipe.

COLOUR STOPPER

Only a marble of the same colour can pass through one of these fellows. Any other shade will bounce back.

YELLOW SLIME

If you don't complete the level before the yellow slime runs out, then you lose, buddy.

TELEPORTERS

When a marble enters a Teleporter, it'll emerge at its matching pair elsewhere on the playing field.

COLOUR LOCK

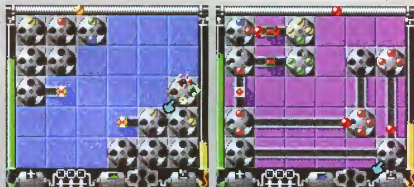
When this is active, you have to fill a wheel with the indicated colour combination to continue. Darned tricky.

miss one ball then it's all over. On the plus side, *Logical* has that rare quality – originality. But it's neither intuitive or addictive enough to make it a truly great puzzle. Nice try, but we'll stick to *Tetris*.

ADAM WARING

Levels with lots of wheels to fill like this aren't particularly difficult, but you do need the patience of a saint to get through it.

The action plods along at a sedate pace. Until you reach this level where one slip-up and it's game over. How unfair is that now?



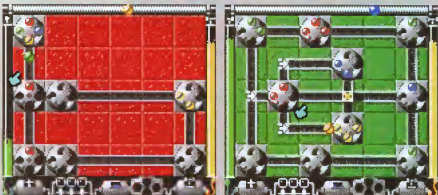
You can only send red marbles past the colour blocker. Colour changers will paint them the correct shade.

As you get further through the levels, you'll come across a variety of obstacles that make placing marbles ever-trickier... the challenge is, not to put too fine a point on it, immense.

VERDICT

Logical is one of those ideas that probably looked fantastic on paper, but when it comes down to playing, it lacks that essential addictive, pick-me-up quality it badly needs.

2





CORNER KICK

Of course, all the rules are included in the game. So, if you kick the ball out of play, then it's a corner to the opposing team.

Your goalkeeper doesn't always have the safest pair of hands in the game. So, make sure that you keep him well covered. Just in case.



Win the coin toss, and you'll get the chance to either take the kick off or choose which way you want to shoot. Just like real life.

INTERNATIONAL SUPERSTAR SOCCER '99

From: Konami Price: £20 Link-Up: Yes Colour: Yes Out: Now

Even if you're playing for a bad team against a really good one, you can still even up the sides by changing the handicaps, like this sneaky little chap below!



One of the best football games of all time finally makes it to the Game Boy.

Football's a tough sport to recreate on the Game Boy, simply because all the elaborate moves, features and skills that we've come to expect from other systems can't be recreated. Fear not though, because while ISS '99 doesn't allow you to pull off unorthodox moves and tricks like the Brazilians, it does make for a pretty hefty and wholly enjoyable challenge. So, stay tuned.

To keep you occupied, and to keep this version of the game in line with the other versions (ISS has been hugely successful on both the N64 and PlayStation), you can try your hand at any of the three different modes of play. For starters, there's

the straight friendly match in which you take on either a Game Boy or human-controlled opponent and try to beat them. Then, there's the penalty kick option which allows you to endure the drama, and possibly the heartache, of taking on an opponent in a five-shot penalty shoot out. These two options are merely the warm up and stretching exercises though,

because the real action takes place in the International Cup, which is the World Cup in all but name. You can choose to play as any one of 32 different international teams, and there are bags of different difficulty levels and tactics to ensure that things don't get too tough for beginners or too easy for the more experienced.

Because all special moves have been shelved for this version of the game, actually playing is dead simple. All you have to do is get the basics—passing, running, tackling and shooting—right. Passing the ball isn't as easy as it is in some games though, for in most other footy sims, all you'd have to do to knock the ball straight to another player's feet is press the pass button. However, ISS '99 demands a bit more skill than that, because you have to actually point your player

ALL AROUND THE WORLD

If you're after a challenge, or even if you just fancy playing as Iran, now's your chance, because the game can boast a whopping 32 teams – every team that participated in last year's World Cup finals in fact. Every player from each international team is included too, albeit with a couple of letters changed from their name so that you can't recognise them. For example, David Seaman has had his name changed slightly to Seamon. Can you spot every name change? Are you a silly sausage with no life then?



You have to face in the direction that you want to pass the ball and then hit the button when you want to give possession to another player. Much like in real life, running backwards into your own goalkeeper pays only minor dividends. Just ask this chap!

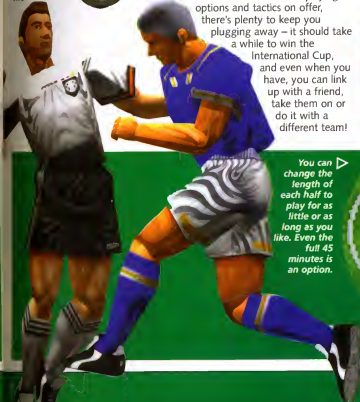


Arrghh!!!!
We can't
bear to
watch! It's a
penalty
shoot out!
You'll need
all of your
skills, and a
level head
too. Oooh,
the goalie's
missed it, he
needs new
spectacles,
what a
bummer.
Gooooaall!

CHALLENGE

Can
you win the
International Cup
without losing a game
along the way?

in the direction that you want the ball to go before passing it. Only then will the ball fall at your player's feet – if you pass the ball carelessly, the opposition will get possession and punish you. Michael Owen-style mazy runs are pretty much out of the equation too. Try to run past opposing players with the ball, and they'll tackle you pretty easily nearly every time. These two



You can
change the
length of
each half to
play for as
little or as
long as you
like. Even the
full 45
minutes is
an option.

features, combined with the fact that getting the ball back once you've lost it is hard work, make for a game that relies on possession. If you have the ball, it's vital to keep hold of it, because opposition players can break away quickly and score with ease against even tough defences.

While ISS '99 can't boast some of the finer features that football games on other systems may be able to brag, it does offer bucket loads of simple fun. And that's what we want.

Thanks to the different playing options and tactics on offer, there's plenty to keep you plugging away – it should take a while to win the International Cup, and even when you have, you can link up with a friend, take them on or do it with a different team!

Football on the Game Boy may not seem one of the most appetising ways to feast upon the beautiful game, but ISS '99 ensures that this football pie never tasted quite so good. If you'll pardon the expression.

DAVE PERRETT

All Right in Black & White?



Yes, ISS '99 has no problem running in colour or black and white. It's happy on both systems!

VERDICT

Basic controls and comprehensive tactics make for a superb overall package. Great in link-up mode too.



FORM UP

Unlike other football games, ISS '99 allows you to change your tactics before each game. Are you playing a tough team that requires a defensive formation? Or are you desperate for goals? Whatever your preferred tactics, ISS has got it. You can also move your players around, and set counter-attacking tactics should that be your bag. Here are some of them:



First things first, you can adjust your formations. There are stack-loads to choose from, and many of them have different attacking and defensive qualities. You'll have to use these wisely to succeed. Choose well young Jedi. Oops, wrong game.



Once you've sorted the formation out, it's time to start work on the tactics. Again, you'll have to decide whether you want to go for goals. If so, choose an attacking strategy – or defend for most of the match – choose a defence plan to do this, and stick to it as stubbornly as possible.



Now that you've decided all the tactics, you have to pick your team. You could always stick with the team that the Game Boy has chosen for you of course, but if you've changed your tactics, it may be wise to chance your formation and make sure that the right type of player is playing in the right position. As always, experimenting is best.



You know Grand Theft Auto? The one where you steal cars, commit crimes and deliver suspicious packages? Well, a certain developer is currently busy converting this to a Game Boy Color version due for September release. This could easily be the biggest Game Boy licence ever. And we've played it! Meet the code meisters...

Hidden in the picturesque haze of Lincoln, Tarantula studios, a subsidiary of Take 2 Interactive (those people behind *GTA London, Cool*

Hand, Reservoir Rat, Hollywood Pinball and Oddworld Adventures to name but a few) is a powerhouse of activity.

With over 30 energetic staff composed of programmers, graphic artists, studio musicians and game testers, the air buzzes with a special kind of electricity. There are five real Tarantulas here too, they reside in individual perspex tanks in Studio Director Steve Marsden's office. Steve tells us they haven't got any individual names, but we're getting ahead of ourselves.

As a development studio, there's always a lot on the boil. And of their recent successes? We spoke to Amy Curtin, Take 2's Press Officer about some incredible titles you should expect to be playing in the coming months.

Amy: 'GTA London went straight in at number one on both formats, this put GTA the original back in at number two. I had a sneaky look at GTA 2 code for the Game Boy and it looks awesome.' (We have a look later ourselves at GTA and agree wholeheartedly that although it's only 60 to 70 percent complete it does look incredibly good.)

'We've also launched a Rock Star label at Take 2, based in New York,' Amy continues. 'What they're

doing is all our console games, but high quality games. And as well as this, they'll also be doing all the nightclubs and GTA 2 on the consoles comes under that label.'

Dan Harper (Software programmer) takes us through the code for GTA that he's been working on. The code scrolls down his computer screen. It's like being inside *The Matrix*. He assembles in Z80 mostly, with a little 8086 as well. That's programmer language. Dan gets his work in progress of GTA up on the computer. 'Nobody else has actually seen this' says Amy. 'All the original in-game music has been replaced, there is music in there but it's all new. Percentage wise the game is only 55-60 percent complete and we're aiming for a September release. It looks really cool! We're so pleased!'

Dan continues: 'It's really a gorgeous thing the top down perspective, it really lends itself to the Game Boy. So far this is



Dan's currently coding GTA for the Game Boy.

well. The process is quite difficult anyway, as the PC version has 80 megs and there's a lot of optimization and re-writing of code it's amazing how much of the game we've managed to improve. That's really part of the ongoing challenge.'

A typical day for Dan involves getting up early. 'We've all got schedules to work to anyway,' he says matter-of-factly. Most of the PCs run on Pentium III's. Frazer Nash, the new Product Manager, is always on hand to check the code development weekly. At the moment Frazer is in with Ant the Music programmer checking out his latest compositions. We'll speak to him in the music studio later.

GAMES TESTER

Name: Paul Byers

PCB: What do you do?
PB: I test videogames for a living! I'm a Games Tester.
PCB: Describe your typical day.
PB: Usually there's lots of projects running in the testing suite and new software tends to come in on a regular basis, so we'd get access to the latest Take 2 games in several



different versions. There's the alpha version, which is very early when the code is still a 'build part'. What happens is we'll take this for early assessment and give feedback directly to the coders on any design aspects. Next it's the beta. (Surprise!) Three or four of us may send a couple of weeks testing this later version for bugs - we examine the graphics, the sound and the gameplay itself, pinpointing anything unusual in the gameplay. And then we have master

versions which we test again, pre-release, for limited demos and boxed commercial copies.
PCB: Don't you get bored of having to play games all the way through until the end?
PB: Well, it's not a chore as we're pretty hardcore gamers anyway. I suppose the most tedious thing is when there's a foreign language version and all the text has to be checked. Flight time can be pretty unpleasant too! But otherwise, no.

Dan graduated in '97 with a first class degree in Molecular Electronics and worked for two years building computers before joining Tanatula a couple of months ago. 'Stay away from the spiders' he says in a conspiatorially. We make a mental note, shivering slightly at the thought of all those hairy legs.

How much creative input do programmers have when doing this kind of conversion. Does he get given a brief?

Dan: It's such a big architecture change from a PC to the Z80 that it has to be re-written and a lot of it has to be faster. There's a few

extra things we usually get to while running out of screen space! There's an LCD waiting for the vertical trace, it's all part of the challenge' he explains mysteriously.

'Like with the static screen in GTA, mission text etc. All the extra stuff needs to get squeezed in and changed slightly. And then there are one or two advances - changes which I make it run better.'

'I think the main thing is keeping GTA exactly as it is,' Amy continues, 'but also taking that into consideration while converting it, so it fits with the Game Boy. This is one aspect they both feel strongly on.

'That's the thing' Dan enthuses, 'the creative side's much more independent'. It is a major challenge squeezing all of GTA 4D or so missions into the Game Boy? 'I think many programmers find that memory is a challenge to a degree on any system, so yes. But on the Game Boy it's especially relevant.' Dan continues. 'With only 64K addressable space, it's a challenge just getting it all in the memory and getting the speed up to its smooth.

With new games, it's a matter of balancing the memory and how much memory it's going to take up,' he explains. And on that very note, what of them?

As well as GTA, Tanatula are currently working on The Muppets, Silicon Valley, Three Lions and Evil Knievel.

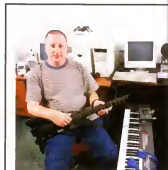
Christopher Jones (senior programmer) on The Muppets has been working on it for around a month. Each title has two artists and two programmers and they all work together, Chris has just been given animation skills from one of his graphic artists and he takes up the development story.

'This is basically Statler and Waldorf,' he begins. (You know, the two codgers who sit in their box pouring scorn over everything with snide asides and shouting bullseye put-downs at anything that moves.)

'What we're going to have during the game is small clips of them making comments, so an animation or something interesting is in there with a bit of crazy humour.'

'Everyone still loves when people, it's so cool. And even without hearing the theme-music (ba-ba-ba-ba-ba!) you know exactly what they do.' 'Chris seems pleased with the animated results. All the characters are fantastic - there including Kermit and the chicken. Even Sam The American Bald Eagle looks fantastic.

'The artist has done exceptionally well with these characters he's really got them to a level,' he beams. Does the storyline follow the plotline



Name: Art Paton

PCB: What do you do?

AP: I write the music for the games we make. I don't write it in stereo, so if you plug headphones in your Game Boy the music will pan from the left to the right. (Sure enough, it works.)

PCB: Do you write most of the music on the computer or keyboard?

AP: I use the piano keyboard to put things in, or create new segments with the mouse when I've got the ideas that I want. But I'm not a very good keyboard player, so it's more the guitar. I need some sort of midi pick-up for the computer, which I've put in a request for. (Giggles.)

PCB: How did you get into this?

AP: I've always been involved in music and been in bands most of my life really. Since I was at school, I owned a couple of studios in Manchester and since music was my background, I changed over to working with computers.

PCB: What's been the most enjoyable project?

AP: Electronic Pinball on the PC was pretty interesting. Because all the music was going on the CD I could use lots of real instruments like guitars and I really enjoyed doing it. Even though the Game Boy is limited you can still get three notes out of it at any one time. So at its most basic, it can play chords, and there's still so much you can create with just that simple facility. I use mainly

Cubase to help program the music.

of The Muppet Show then? 'we enqueue. It's an adventure spread over six different time zones. Each of the Muppets gets zapped back in time to you've got an individual style for each level and several levels within each time zone.'

One of the most challenging aspects for the graphic artists was, after occasionally giving the characters up and feet. 'Getting the feet right was a first,' Chris explained. 'You see, they don't have feet on the television now, so there was a bit of poetic license there!'

From Muppets' feet to 'adoptive sheep - Silicon Valley's a great. Programmers Martin Kieckse and Lee Hammetton explain the unfolding plot, which seems to feature aliens and genetic manipulation. Just like its normal weekend in Bait then. Originally out on the N64 coded by DMA, it looks absolutely staggering on the miniature screen.

'Because it's a Game Boy Color, it'll take a massive cartridge. This is one of the first games that we're really going to go on,' says Steve Madden. Amy takes up the story:

'The rocket's crashed and you come out as its meteorite thing. The idea you have to just possess all these different animals - all the information comes up on screen telling you about that particular animal. It's a really cool thing for kids and you have to go ground and do different missions, things like rounding up sheep, down the sewers after a rat, that kind of

STUDIO DIRECTOR

Name: Steve Madden

PCB: How many people work at Tanatula Studios then?

SM: 24 development staff at the moment and there's soon to be 15 games testers.

PCB: What's the story behind these real Tanatula spiders? Where did they come from originally?

SM: When I was working at Spidersoft, which started in the early 90s, at one point we thought it would be nice to have some tropical fish in the office, but that seemed to entail a whole lot of tank cleaning. So, because of the name, we went to a pet shop along the road and got these. They're probably as easy to keep as pot plants! We've had up to 15 spiders at one point. Unfortunately,



the males don't tend to live as long as the females, there's a ten to one ratio and the females tend to live as old as 30. So, you find you've got a male, then it turns out to be an expensive hobby as you've got to replace them every couple of years. Still, they make really interesting pets...

thing. The N64 version actually won Game Of The Week on Aive and Kicking and this is perfect for the Game Boy Color. It's the first time I've seen it today and it looks absolutely brilliant!' We agree.

Steve elaborates: 'The original game had around 30 levels and here we've had to segment them and break them into two or three parts each. So we've ended up with around ninety parts, in all. Truly massive. There are seven languages in there too.' He expands: 'That's why we've developed a text printer routine, because years ago graphics incorporated text into the graphics so when you had to do localisation you had to store the graphics so many number of times.' This would obviously run away with the memory.

So now we've got this sophisticated print routine where you just substitute the text file and it looks professional - it's almost like doing localisation on the PC.'

Three Lions is up next and it looks fantastic! The tactics screen's especially impressive, but the most incredible thing about it is the breakneck speed at which the players and, crucially the lightning-fast screen scrolling. As Steve lines up a nice high job, the Game Boy does something completely unexpected: it starts to beep the more code for a stadium chant. hilariously this is instantly recognisable as 'Get into them!' 'Ba-Da-Ba-Da' goes the Game Boy. We all burst into fits of hysterics. There's a large selection of inflammatory material there too,

including such incendiary crowd-greeting classics as 'he's going to have a nasty accident' and 'the referee's a loony' or something a bit like that.

We take the game for a spin and playing as England, manage to get a nice high cross in the back of the neck against Brazil. The action's frantic and our palms begin to sweat. The Brazil fans begin chanting at us, although it sounds like *Blur*. That can't be right can it?

There's about four or five different sets of kit colours,' Steve explains. 'So if England's predominantly in white, they'll have the white team and Brazil's predominantly blue there,' he says, pointing at the screen, 'so they have the blue. You can't have a nice combination, due to the scale, but, within the current strip colours, it's near as dammit!' he laughs.

SILICON VALLEY (work in progress)



Here's everything here... from robots to UFOs to... elephants in the jungle and... pyramids in the desert!

EVEL KNEIVEL (work in progress)



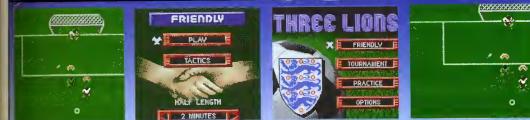
He likes to ride, it's his life. Just don't spell it 'evil'... or there'll be hell to pay. Is that Jar Jar on the left?

GRAND THEFT AUTO (work in progress)



This is going to be brilliant! All the real characters! Every mission in there! All the baddies are back too.

THREE LIONS (work in progress)



Beckham knocks it wide. Set your options easily here. The real intro screen. Wow! He's offside. The shame of it.



Animal still does those drum solos. Statler and Waldorf, yesterday. The old chemistry's still there. Character sprites wait nervously.

LEVEL HEADED!

Lucky Luke has to travel across all kinds of terrain in order to collect the lost dogs, like this scrubby fellow.



Welcome to the seediest border town in Texas. Mind out for the angry Mexicans and equally dangerous rampart tumbleweeds!



Not on the trail, Luke takes the Stage Coach to the next town. Beware arrow-bearing Indians on horse! They're not your friends.



Aah, civilization... or is it? There's cowboys out for your blood here. Shoot first, and watch their britches fall to the floor! It's madness.



JESSE JAMES, BILLY THE KID, PAT POKE



▲ A nifty fellow, Luke can swing on little pegs sticking out of walls or pull himself onto roofs.



▲ Luke pauses on his quest to admire the horses' butts. Don't get too close, though, as they kick like mules, resulting in lost energy.

LUCKY

From: Infogrames Price: £25 Link-Up: Yes Colour: Only Out: Now

Don your spurs and stetson we're headin' way out west. And don't forget your toothbrush.

What makes Luke so darned lucky, then? Some pesky gangsters have escaped the local jail, and bust outta dodge. Unlucky Luke might be a more apt name, as the thankless task of rounding up the varmints has fallen on him. Naturally, everyone and everything in the wild west wants a piece of Luke – Cowboys, Indians, even the tumbleweeds are out for his blood. It's a wonder he ever took the job on in the first place.

Another side-scrolling platformer, anyone? As you know, there's no shortage of them for the daily console, and since Game Boy Color hit the streets, they've been popping up on the shelves two-a-penny. So what does Lucky Luke bring to our screens that the others don't?

Well, for starters, it's well above average in the gameplay stakes. The difficulty's pitched just right, so that you can get that little bit further every time you play. After every few levels, you're also given a password, so that you can always pick up where you left off.

Thankfully, the platforming element isn't full-on enough to become problematic or annoying. One of Turuk 2's downfalls was that it asked you to make pixel-perfect jumps on a regular basis, making it overly difficult, and wholly frustrating. Not so with Lucky Luke. Sure, there are some pretty tight jumps to make, but on the whole, negotiating the levels is more about timing than accuracy. There are poles, dangling ropes and the like to swing from, so you actually have to use a lot of the scenery to progress. Also, there's a pleasing puzzle



WILD WESTERNERS!

Some of the baddies that'll fight tooth and nail to defeat Luke in his quest.



The Lute Mexican, inhabiting the Tean border town, throw dappers at Luke. Darned business ingrate!



These large tumbleweeds are actually quite dangerous. One touch will send our lucky-boy sprawling like a kipper.



The exalted Indians are actually rather easy to dodge. Just stand at the very front of the Stage Coach.

WEIGHT-AND-SEE (SAW)

It's the old drop-the-weight-on-the-see-saw trick.



Stand on the see-saw. No prizes for guessing what happens next...

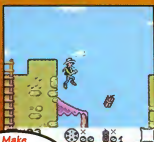


Take aim at the weight with your trusty Colt 45, and fire... Heads up!



Cast skywards. Luke can reach otherwise inaccessible platforms!

RUBBER ROOF (TOP!)



Make it to the first save point without losing a life!

Always keep yer puspenders peeled for these canopies. They let you bounce way up in the air, often to collect loads of hidden goodies.

LUKE



element which offers you problems to solve in order to get through the levels. These are often about finding a missing part to some mechanism that'll let you cross an obstacle. In this way, you'll find yourself repairing scenery, and using common sense to get you through. The levels themselves are pleasantly varied: One level might see you working through porcer's town, while the next may see you set aboard a rolling stagecoach. The graphics also add a lot to the game, with great use of colour and superb animation, especially on the galloping gee-goes.

In all, a bit of a winner then. The save points may be too sparsely spaced (goddammit), it's perhaps a little bit too simplistic, and the whole cowboy thing is a bit cheesy, but this is one of the better platformers for Game Boy Color. Even if the hero is a tobacco-chewing gormless goon.

ALEX BICKHAM



All Right In Black & White?



You won't have any luck running this on a non-Color machine. It'd lose much of its charm, anyway...

VERDICT

A top little platformer that has nearly all the right ingredients, but is as simple as it's gun-totin' star. Skilled gamers will whip it.



△ See a suspicious-looking bit of wall? Place a stick of dynamite next to it, then! And run – it has a very short fuse...



◀ Complete a level and Luke moseys on across the west to the next stage.

SWINGY THINGY!



Whenever you see a rope swinging in the breeze, hop up and grab it. It'll swing left and right, allowing you to jump higher and further.

▽ Shoot a Mexican and his pants fall down. Amazing. Shoot him four times and he dies a horrible death.



HAVE YOU TWIGGED IT?

Can't finish level one? Then you're rubbish! Here's how...



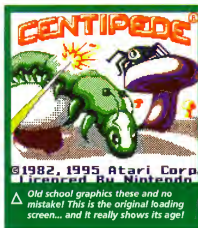
To level one, you need to figure out this puzzle in order to continue. Observe, as all is revealed...



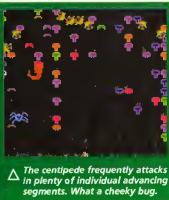
Here's the broken branch you need to fix. Stand beneath it and duck, and Luke will do the biz. It's all very technical, really.



Result! One bouncy ledge, returned to full working order. Now you can get over the wall. Use the fence Luke...



▽ As soon as you've dispatched a centipede a new batch of beasties will appear immediately.



CENTIPEDE

From: Take 2 Interactive Price: £20 Link-Up: Yes Colour: Yes Out: Now

Let's step back in time and go hunt us some bugs. Centipede was the last word in early '80's pest control. Leg it!



Get through ten screens without losing a life and shoot five spiders in a row.

All right in Black & White?



Frankly, no. The screen flickers constantly, which distracts you from the basket-puncturing task in hand. Steer well clear.

It's 1982! That's, ooh, 17 years ago. This was when Centipede first ran riot on home computers world-wide. And that in itself gives you a hint as to the kind of title that it is. There's nothing complex to deal with, no loopy plot twists or adventuring involved. Frankly, it's one of the purest arcade games ever.

It's a simple enough idea; you're in control of a rapid-firing gun-pod, and it's your job to destroy the Centipedes that travel down the screen. The straggly insects in question are made up of eight or ten linked segments, but sometimes appear singly, just to annoy you. The beastie slip-slides down the screen towards you, and you have to blast it before it reaches the bottom. If it does, it'll attack side-on, from which you have no defence. Sounds simple enough, hmm?

Well, factor in spiders, beetles, and umpteen other unfriendly insects, and you've got a real challenge on your hands. The screen is also dotted with mushrooms, which take four shots before they go, and tend to block your line of sight to the Centipede as it curvily descends.

But the truth is, a game like this can only hold your attention for so long. It's incredibly basic, and as a retro game, it's really showing its age. Centipede is, indeed, a blast from the past, and as such, offers nothing new.

ALEX BICKHAM

VERDICT

Geriatric wriggler that's fun in small doses, but with little lasting appeal. Retro-fans will really love it.



GUNS ON THE RUN



Your little gun-pod can shimmy left and right pretty quickly, but unlike Space Invaders, which Centipede is perhaps closest to in spirit, you can move up and down as well. Essential when the segments multiply later.

THERE'S FUNGUS AMONG US..



When the screen packs up with mushrooms, things start to get a mite hairy. Killing certain beasties spawns new mushies, and a fresh crop is placed every time you kill the Centipede. Full-on action ensues.

SLUG THEM BUGS!

It's all about pest control! Here are some of the irritating arthropods that Centipede throws at you. Remember Men In Black? Good!



Attacking as a chain of squishy bits, the Centipede is your primary foe. If you don't blast every piece, he'll have you! Get 'im before he gets too low.



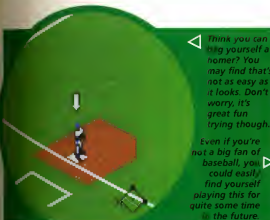
Dancing a diagonal jig at your end of the screen, the Tarantula is a constant source of annoyance. Luckily, he only takes one shot to kill. But then, he's a nimble sod.



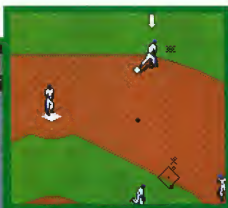
This fellah drops down the screen, laying a thick trail of mushrooms (speed ups for the 'pede). Waste him as he falls to put an end to the fungus-related frolics.



He may look nasty and move in unpredictable ways, but the Scorpion is actually a bit of a wuss. One careful shot will settle his hash for good.



123456789	RHE
STL 0	000
ANA 0	000
C. FINLEY	339
R. LANKFORD	375
R. DAVIS	269
M. MCGUIRE	264



BASEBALL

From: Acclaim Price: £25 Link-Up: Yes Colour: Only Out: Now

Baseball may not be all that popular over here, but this game could be set to change all that...

Are you good enough and brave enough to play all 162 season games? We didn't think so...



You may well prefer a nice cultured game of cricket, or perhaps the odd slog of a rounders ball or two, but whichever it is you've played, it's unlikely that you've ever tried your hand at baseball, the game that blends the tactical side of cricket with the simplicity of rounders.

Unlike any sport that we are lucky enough to come into contact

with on these shores, baseball is a game that relies heavily on loads of different teams, loads of games in a season, and bag loads of statistics. So, surely there's no way that all these memory gobbling features can be made into on a tiny Game Boy cartridge, right? Well, somehow it's been done, for you can play as anyone of the 30 Major League teams, play through a 162 game (count 'em!) season, and check out

every relevant statistic for every player in every team. Breathtaking. Gameplay-wise this game manages to score a home run too, for not only does it feature loads of different modes of play - Home Run Derby, Exhibition, Season, Batting Practice, All Star games and Playoffs, but it also includes all the little features that make a game of baseball so intriguing and difficult to play. For example, bowling, or pitching as it's called, is a pretty simple task, and yet you can adjust every single detail that a real pitcher would be able to adjust - height, length, speed and spin can all be changed to make it much harder for the batter to hit the ball. The game is pretty realistic as far as batting

goes too - if you don't adjust your body position accordingly and time your swing correctly, then you'll simply miss the ball, and lose your team the chance to gain valuable runs. Still, there's a Batting Practice option to ensure that you do get things right and maybe slog the odd satisfying home run or two.



ASB 2000 has everything that you could want from a sports game, and fans of baseball will be in hand held heaven. And while non-fans of the sport may find it a touch more difficult to get into, a bit of perseverance will reap rewards, for this is one of the most realistic, accurate and action packed sports simulations ever. It whacks most other sports games out of bounds.

DAVE PERRETT

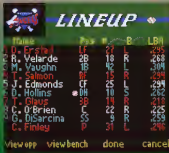
TEAM BUILDING

There are 30 different teams to play as in this game, all you have to do is pick one of them...

Each different team has a different nickname. Pick anyone that takes your fancy, or the one that you like the sound of most. Set up your own grudge match tournaments, with the White Sox versus the Cardinals!

Once you've chosen your team, it's time to adjust your line-up. So, if you don't know a thing about the sport, just leave this bit alone. If you really want to get into the game, change the players around and find their best positions.

You can even change to 'fielder adjust' mode so that it makes it harder for the other team to hit home runs past your fielders, and also it puts the batsmen under that little bit more pressure. The ultimate choice is yours though.



All Right in Black & White?



You're out of luck. But, if you scour your games shop, you may find another baseball game that does work.

VERDICT

An action packed, exceptionally comprehensive sports simulation. Brilliant. Well worth the money.

5



HONG KONG
DISNEY

21st century

'I'm gonna kill that driver,' deadpans Leanne. 'Has it rumbled on you yet?' enquires our roving reporter. It had. *Top Gear Pocket* on the Game Boy, that is. We're out on the hotel roof (very rock n' roll, this) a mere stone's throw from Abbey Road Studios. You know, where the Beatles and er, Oasis recorded. To our left, four

junkish teenage startlets are juggling make-up, photoshoot and a charmed, quietly nervous interviewer to get in a quick bit of Game Boy action. The girls in question are from the 21st Century and the sun's come out to play. Perfect then, for a merry aunt across the rooftops.

Leanne, Mim, Kate and Fiona come from Dudley, grew up, went to school together, formed a band and were signed by EMI after their FIRST gig at London's Barfly in Camden. Not bad going really. PGB feels a little afraid of the height as its stomach yawns. Someone sneezes. A lone plastic bag floats by convincingly (and with a certain dignity) providing the first of several surreal moments amid all the lip-gloss, spiky locks and sparkly nail varnish. Hilarity descends.

We play our games (*Top Gear Pocket*, *Tetris*, *Mortal Kombat 4*, *Bombberman World*) ignore the vertigo and wait for tiny miracles. They duly happen.

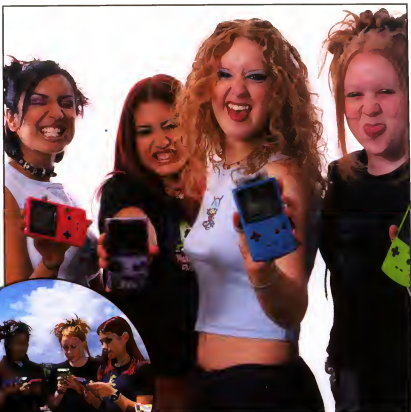
'Oooh come on! What do I do when I get to this stage?' It's Mim with her sing-songy accent and she's stuck on *Bombberman World*. 'You can't kill people on this can you?' asks Leanne in a growl which cruelly

belies her tender years. 'No you can't and it's a long way down,' we nearly reply. 'How d'you get the ones on the ceiling?' frets Mim. *Bombberman World* strikes again. 'Er', how about jumping across that way,' we fumble. 'Arggh! I don't know.' Yeah! It worked. That's sorted, then!

The girls are no strangers to videogames, even namechecking the mighty *Game Boy* in one of their songs due to appear on their debut album, out around Christmas time. It's called, rather saucily, 'Turn It On' and Leanne, Mim, Kate and Fiona put their games on pause and sing it to us, followed closely by a particularly rousing round of controlled hysterics.

'Put your Game Boy down switch off the television and leave your troubles all behind. Big up! We're on a mission!'

'You've obviously got more important things to do, like it says in the song,' we stutter in reply, for a moment really stuck for something to say. 'What's more important than a Game Boy?' says Kate. Well, exactly. 'This game is SO COOOL!' somebody



yells. The world spins. We grab hold of a security rail. So, trick question time.

Was Mario a plumber, a pizza maker or a gangster? 'Plumber' they all yell in unison. 'And Luigi,' just to rub it in. Someone mumbles 'gangster'. Or it could have been the wind. There's no fooling

some people. So, what's their most hated question? Could it be Paul Gauguin and the Russian Avant Garde perhaps?

'What are the differences between you and the Spice Girls?' they reply in unison. Fair 'nuff. And most favourite question 'When people ask us about our music and they genuinely want to know!'

And of their music? Fans of

Private jets, helicopters, jacuzzis, designer clothes, five star hotels and lost luggage: that was our morning. PGB meets feisty teen rockstar upstarts, Leanne, Mim, Fiona and Kate on the roof of their hotel. All hair and shoes are models' own.

game girls

MAGIC!



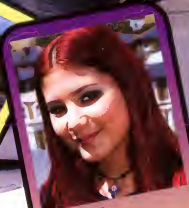
LEANNE

Favourite band: Green Day
(American shoopy powerpunk three-piece, snappy-off checked shirts, coloured hair. Attitude.)
Fave movie:
The Wedding Singer
Fave game:
WarioLand II



FIONA

Fave band: Gomez! (cult indie instrument, experimental
sometimes Pearl Jam soundalikes,
occasional early breakbeats)
Fave movie: Cruel Intentions (with
Buffy starlet Michelle Gellar)
Fave game: Super Mario Bros



KATE

Favourite band: The Offspring (a
kind of hard rock Terrorvision)
Fave movie: Wayne's World
(We are not worthy. Yeah, right!)
Fave game: Kirby's Dream Land. 'I
like playing Kirby' 'cause when you
leave him alone he goes to sleep.
Stop sniggering at the back!



MIM

Fave band: Garbage (Scott/American
Industrial Gothic/Rock/Pop/Punk,
sawn off guitars, checked
underwear, coloured holpants,
Nirvana producer in rants.)
Fave movie: Austin Powers
(Yeah, baby, yeah!)
Fave game: Tetris

seventies boogie knights *The Sweet*, Slade and Marc Bolan they embrace the trash aesthetic of glam and pop in equal measures: think *Shampoo* in furry boas or *Suede* with more guitars and less prancing. Think Fuzzbox. No, better not.

And what's been the craziest thing that's happened so far, apart from this, rooftop gaming sesh of course? The Brits. Which apparently were 'amazing'. And they had a table right at the front. 'We got to sit by Robbie Williams. We were starstruck all night, people were pushing shoulders with us that you normally only see on the telly.'

Like everyone, the first videogames they ever played at home were *Sonic* (on the really cheap MegaDrive) and *Alex The Kid*

our first then it was *Dark Castle*.
'Sonic was the man.' 'Mario is SOOO COOOL.' Ah yes, indeed
And on the subject of men, Mim has a soft spot for Jacques Villeneuve, Kate likes Grant Nicholas from Feeder, Leanne goes for Robbie Ewan McGregor and Kelly Jones out of the Stereophonics, while Taylor Hawkins from the Foo Fighters strums Fiona's heartstrings. Sharing the same record label as Robbie (EMI) they also share his penchant for pranks, ensnaring the hapless Gomez after their Top Of The Pops

(on the even cheaper Master System). Soundbites come thick and fast. 'PacMan was

appearance. An evil story unfolds: 'Their room was next door to us and we had adjoining doors, right?' Right. Anyway, a tit-for-tat war of fake complaints to da management ensued, ending with a fictitious lighting technician ordering breakfast and getting Gomez up at some ungodly hour the following morning to a massive unwanted meal. Well, it's not quite the Roller in the swimming pool, or the flying

hotel television, but it's only a matter of time...
21st Century Girls' new single 'Teenage Attack' is out on 20 September and as yet untitled album will be out around December

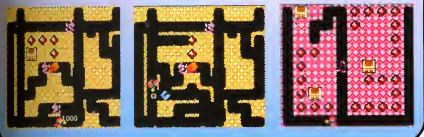
YOU DIG BRO?

Here's a brief guide to following the right drift or digging the right scene.

Your secret to success is all in the timing. You move ever so slightly slower than the baddies, so for starters be careful that they don't catch up with you. That way lies death!

Look out for special bonus items, too. There are speed-ups, smart bombs, invincibility and extra weapons. This blue diamond here bumps up your fire-power to a master blaster.

Try not to over-eat your way through the scenery. Sometimes it is better to follow the ready-made tracks. Push the treasure chests down the gaps when the monsters are rising up them!



▲ It's like eating your way around a giant, pink, fluffy marshmallow.

HOLY MAGIC CENTURY

Get as far as you can without firing. Only kill baddies by dropping things on their heads.



gun which takes a while to recharge. You can also kill baddies by luring them under treasure chests and cutting away the scenery just as they pass underneath.

There are randomly appearing power-ups too. To complete each level, you have to collect all the gems without getting caught by the bad guys.

And, well, that's it. Holy Magic Century is Old-School Arcade Action to the Max, with the usual high points (simplistic, addictive game play) and the usual low points (repetitive gameplay, no level skip). Sound like your cup of tea? Well, pick up your Game Boy instead...

RICH PELLEY

From: Virgin Interactive Price: £20 Link-Up: No Colour: Yes Out: Now

Old Skool Arcade Fun, that's almost a century old. Haven't we seen this before?

VERDICT

Another chance to play an 'interpretation' of the classic Mr Do. Colourful and charming, but still familiar enough to be fun.

3

The basic technology might be over ten years old, but even so, sometimes you can't help wonder How Did They Do That? Squishing a game like *Like Zelda DX* onto the Game Boy, you'd have thought would have been trickier than cramming four elephants into a Mini. You'd be right.

Holy Magic Century is, in everything but the name, ancient arcade game *Mr Do*. In case you don't remember it, here's a resumé.

HMC's a single-screen per level gem-collect-'em-up. Monsters run after you, trying to kill you! But instead of each screen taking the shape of a finite maze, like in *PacMan*, in this incarnation, you carve the shape of the maze out as you go. As you walk through the scenery, it disappears leaving behind a black space. This allows the monsters, to follow you and, if they should happen to catch up, you lose one of your lives.

At your disposal you have a Magic Orb, effectively a single shot

All Right in Black & White?



Plays as well in black and white as an episode of *The Addams Family*, ie the gameplay's all there.

HOLY MOSES!

Just in case you've still to grasp the idea, here's absolutely everything you need to know about Holy Magic Century, but were too afraid to ask.

You play a small boy called, Brian. (It was never pointed out, of course, that Mr Do didn't have a first name. But if he did, it probably wasn't Brian.) Anyway. We digress. Sorry!

You need to collect the red gems here. Sorry, are we patronising you? Oh well, we'll carry on anyway. Try not to eat up too much of the ground as chests can fall and crush you.

You can cut your way through the scenery to reach the gems and treasure chests. The baddies can only follow the tracks that you make. So, it's possible to lead them directly under chests.

You can shoot baddies with your Magic Orb. The shot ricochets around the screen for a while, so aim wisely, and aim sparingly. You don't want shots bouncing about everywhere!

Treasure chest comes in for a Double Whammy. They sometimes drop useful power-ups. By cutting the earth away from under them, they can be used to squash passing baddies.



PADDLE ON!

Super Breakout offers plenty of variations on the basic premise to keep the fairly one-trick action as fresh as possible. Even a two-player mode rears its head!

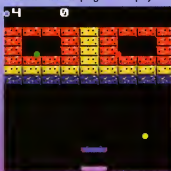
DOUBLE

The two balls option (one above the other) gives you two chances to hit the ball, using the lower bat as a back-up in case you miss with the first. Of course, there are also two balls to consider, too.



CAVITY

Once again you've got the double-bat configuration, but now the bricks are divided into two areas, each holding a ball in the middle. The trick is to release the balls while keeping them in play.



PROGRESSIVE

Two separate lines of blocks advance down the screen every few seconds, meaning you've got to 'breakout' before they reach you. Tough, but compelling. Speed and accuracy is an absolute must.



TWO PLAYER

A bit of an shocker this one. Rather than linking up two Game Boys and playing in a Tetris-style (ie blocks you destroy are deposited on your opponents screen) this, instead, is a take-turns set-up.



SUPER BREAKOUT

Break through the first level's bricks in less than 30 seconds. It's very difficult!



△ Aye, the original and best. The aim (for anyone living on Mars) is to knock those blocks out.

From: Take 2 Interactive Price: £25 Link-Up: No Colour: Yes Out: Now

Swing Out Sister once sang Breakout. Here's the game of the song (not really but we had you, eh?)

If there's one place that old games will always be welcome on, it's the Game Boy. Without having to rely on flashy graphics or reels and reels of flashy video to impress people, this is the perfect platform for fondly remembered classics – provided, of course, that they were any cop in the first place. Incapable of flashy graphics and movie-quality video, our plucky little handheld is therefore merciless when it comes to exposing how well a game plays.

And, thankfully, *Super Breakout* possesses enough of that elusive quality – 'gameplay' – to prove worthy of both your money and a place on the machine that plays host to both *Zelda* and *Pokémon*. It's a game almost as ancient as *Tetris*, and it plays like a cross between that venerable puzzler and the prehistoric

Pong. It's a puzzle game with an action slant. Quite simply, the aim is to break through layers of bricks at the top of the screen with a ball, handily bounced off a player-controlled paddle at the bottom of the screen. It's simple, it's basic, yet still, surprisingly absorbing and tense (ask your dad!). And the further you get into the game, the faster the ball bounces, and more bricks appear, in increasingly different formations. Just right for a stress-busting burst on the bus home, in fact.

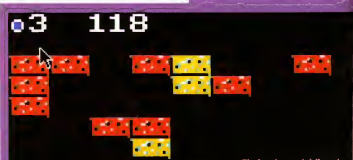
Unfortunately, *Super Breakout* isn't as flexible and thoughtful as *Tetris*, as the bat/ball/brick essence of the game makes for a samey game in extended periods. However, it's the perfect antidote for when you need a break from searching for the Wind Fish, and is a good, if limited, blast.

JES BICKHAM

All Right in Black & White?



Stick to the Colour Game Boy, it's hard to see the ball bounce around on the old b&w screen.



Timing is crucial (keeping your eyes open is too) and there's a skill in destroying the blocks in this formation.



△ Looks like the cavity game is reaching its conclusion. If I can just burst those top walls open, I'll be free. Free! I tell you!

VERDICT

Another ancient title comes to the Game Boy, and provides a healthy dose of puzzle-styled brain-twisting.

3



Aw, isn't he cute? By the end though, you'll want to run over him yourself.

'Ouch?' Is that all he's got to say? Not 'Get me a vet NOW'?



Game Over

YOUR SCORE 1500

GEORGE	31340
ALISON	25850
BRITTANY	19620
JOHN	14930

FREEZE, OR THE FROG GETS IT...

There are many sticky ends that a tender young frog can come to, if he doesn't watch his step. Cars squish, water downers, and crocs snap. It's a world of pain out there for our kid.



FROGGER

From: Take 2 Interactive Price: £20 Link-Up: No Colour: Yes Out: Now

The retro-trend continues with everyone's favourite amphibian. 'Ribbiting' stuff eh? Oh, suit yourselves.

any of the world's best games have been immensely simple affairs. *Tetris*, *Bust-A-Move* and *Twister*, all rely on a really simple set of rules to work, and the fun comes in when things start to get all tangled up.

Frogger's essentially the same – a dead simple idea that gets trickier the deeper you get into it. But at the reverend age of 18 years old, it's entered the nappy-wearing stage once more. The graphics look incredible. For 1981 that is. Little green frog, little cars, little floating logs – absolutely nothing's changed since those golden days of gaming.

Whether that's a good thing or not is up to you. Die-hard fans of the old classic may just be thanking their lucky stars that someone's decided to dust Frogger off and re-package it, but it's an experience that'll leave most of us cold. In case you've never played it, you star as the little green chap in question, and it's your job to get five frogs across a busy road and croc-infested river into safe little caves on the other side.

Once you've done this, you do it again... only with faster cars, more beasties, and logs that sink as you stand on them. It's about as complicated as a cup of tea and, to

Play the whole game through on only one set of batteries.



begin with at least, far easier to do. The action hops up as the levels roll by, but the game never progresses or changes in any real way. Sure, it wouldn't be Frogger if it did, but these days, we expect something a bit more exciting for the twenty notes it'll lighten your wallet by. One for the old-guard, to be sure.

ALEX BICKHAM

All Right In Black & White?



It's not so hot in colour, and it's positively pants in black and white. About as fun as dental work.

TWO'S COMPANY

Frogger has a two-player mode, but in he'd-school sense. Once one player has lost a life, it's the other's turn (just like the arcade cabinet). In this fashion, you don't need a link cable. You just need a bucket full of patience and some chilled-out mates.



ROAD HOGS & TOAD LOGS

Many obstacles conspire to block your path but hold fast and negotiate your way across, on the way to safety. One bad jump, and it's frog-jam!

GREEN-CROSS TOAD!

Mind the cars! Some are fast, some are slow, all are deadly. You'll need a fleet of flippers to get across the M25 of the gaming world. Deja-vu and all that.

DOOM-RIVER!

You'd think our ribbiting chum would be quite at home in the river, but he's actually a poor swimmer. Watch out for sinking logs! Stunning graphics eh?



Ah yes, our eponymous hero – still looking plaintive. He'll die soon.

VERDICT

Wrinkly old classic that's nice, but dim. Not one to set the heather (or anything else) alight. Dull.

2

THE GREAT

BUGS BUNNY'S CRAZY CASTLE 3



Enter these for instant level access:

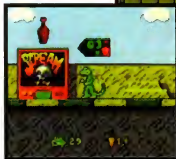
LEVEL	CODE
4	SXB47
5	XC884R
6	CT884R
7	CC884H
8	TT88GR
9	1TB4J
10	L18XGW
11	518V42
12	L8VGN

GEX: ENTER THE GECKO

For 255 Lives, enter a level that has a bottomless pit (such as Scream TV: Smellraiser) with one life left. Fall down that bottomless pit. Right when Gex is keeling over to die, exit the level with the start button menu.

You will now have zero lives left. Repeat this process once more. You will now have 255 lives left. The downside is that you will need to find a NEW red remote control before you can get a working password.

To toggle the picture of the Mona Lisa, go to the book case near the door on the



first level. Do the tail attack on the books, and the bookcase will retract. Flip the lever, then super-jump up to the picture of the Mona Lisa. It then gives you an option to turn it on or off.

MORTAL KOMBAT 4

Enter these at the code screen for new characters and match options:

192234	Play as Reptile
100100	Throws disabled
205205	Fight Reptile
460460	Switcharoo
688422	Dark Kombat
987666	Message
123926	Another Message
985125	Psycho Kombat
020020	No blocks
033000	Player One half life
000033	CPU half life



SUPER MARIO BROS DELUXE

Having trouble getting the 300,000 points required to access the Lost Levels? One easy way is to play the Fortune Telling game until you get the Princess' Extremely Lucky Five-Up bonus. Then start a new game with your ten lives and play your way through. Stomp on every enemy and collect every coin, and smash a few superfluous bricks here and there. Always try to grab the top of the flagpole. Somewhere around world five you should have more than enough points to qualify.



TO GAIN ACCESS TO THE LOST LEVELS... get a minimum score of 300,000 points. On the Title Screen, select 'Luigi' for the hidden 'Original Super Mario Bros 2: Lost Levels' game. To gain access to the 'You Vs. Boo' bonus levels, score at least 100,000 points. On the Title Screen, select 'Boo' for the 'You Vs. 800' bonus levels. You're now up against the ghost in the head-to-head mode.

To fill your photo album, perform the following actions in any order:

- Clear world 8-4 (2 pics)
- Get fireworks after a level
- Find a hidden 1-Up
- Find a bean stalk



- Kill a Goomba
- Kill a squid thing
- Kill Latiku (the guy who throws all those pesky Spins)
- Kill a fish
- Kill a Hammer Bro
- Kill a bullet guy
- Kill a Koopa Troopa (any)
- Kill a beetle guy
- Kill Bowser with fireballs

Play a Link VS with a friend to get a pic of Mario and Luigi playing VS Mode. Save Peach to get a pic of Mario getting a kiss. Finally, trade High Scores to get a pic of Toad and Peach trading High Scores.

For some easy points, go to stage 3-2. When you see the first turtle, hit it and kick the shell to the right. Immediately run after it, but don't touch it. If you keep up with it it should hit a lot of enemies and then give you a 1-UP. Now let the turtle shell hit you and repeat the process. Continue until you've reached the desired score. For Extra Lives, before starting a new game, go to the fortune teller mode (in the toy box). Keep selecting cards until you get an 'extremely lucky' card (it has Peach on it). This will give you ten lives to start with instead of the usual five.

CASTLEVANIA LEGENDS

HAND-HELD PLEASURE...

Enter [Meat] [Candle] [Candle] [Meat] as a password to start at the last level with all items and all of the hidden soul weapons.

And at the level passwords? Try [Axe] [Cross] [Space] [Clock] for level three, and [Clock] [Space] [Dagger] [Dagger] for level four. Experiment with these codes.

TIP-OFF

If at first you don't succeed, then break all the rules and cheat your ass off... (Old PGB proverb.)

RUG RATS

Open secret levels with these codes:

BVBYFND
TQMMY QK
RUBDCVRT
VNBGLJCV
LTBWBQQD
RIGSMVSH

Train Crash
Hospital
Light Woods
Dark Woods
Ancient Ruin
Reptar



V RALLY

To get to the MEDIUM stage, enter FAST as a password. To get to the HARD stage, enter FOOD as the password. Race on dudes!



TETRIS DX

When any piece except a straight bar or a block is falling, hold LEFT (even after it's against the wall keep holding left) and keep pressing A really fast and the piece will actually start moving back up the screen!



HARVEST MOON

For an extra 200 dollars per day go into your tool shed and out the back door. You'll be in a cave. On two of the rocks in front of you there'll be mushrooms. Pick them up and place in the shipping box in the cave.

TO GET THE SUPER HAMMER, Upgrade your house once and you'll get it from the carpenter as a gift. For the axe, wait until the earthquake comes and use the axe in the dwarf's cave, second screen up, on the now-open pond slot. (The one that was blocked by the rock). For the hoe and sickle, from the start of the game, give a mushroom a day to the first dwarf you see until the earthquake. Free the crushed dwarf, go up one screen in the cave (Where you get the axe) and talk to the

dwarf in there. When he asks if the hoe and sickle are working alright, say "Yes!" He'll upgrade them.

To grow the plant in the left of the cabin by the bed, you must eat the power berries. To get them give



the elf (but don't talk to him) in the first room of the caves one mushroom a day for about 10-30 days. If you water the egg by the shipping box in the chicken coup, it'll turn into a fence-like object



LUCKY LUKE

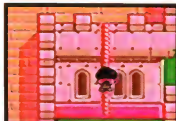
Enter these for level selects:

Level 1: Luke, Horse, Horse, Old Man, Luke
Level 2: Coyote, Horse, Luke, Old Man, Old Man
Level 3: Old Man, Coyote, Luke, Horse, Coyote



QUEST FOR CAMELOT

Provided you have at least thirty jewels, when you've only got one heart left and you're near a save point, save the game, restart, and load it. You'll be awarded with a full complement of hearts. Hurrah!



TUROK 2: SEEDS OF EVIL

Enter, as passwords:

DLVTRKBWPS: All weapons
DLVTRKBBD: Bird Mode
DLVTRKBLVS: Infinite Lives
DLVTRKBNRG: Invincibility
DLVTRKBLVL: Skip Levels

And to access to the levels:

Level 2: DVLWLKVVYQZ
Level 3: GRYLWKVWVZQ
Level 4: DRYLSRWVZN
Level 5: GVZLSRWQJLS
Level 6: DVZLVBVSQJLN
Level 7: GRZLVBVSQJLN
Level 8: GRZLVBVSQJLN
Level 9: GYVNBVBQGD

On level nine, press DOWN when you reach see the enemies coming out of a secret tunnel. Shoot the computer and destroy the incubator to view a different ending.



BATTLE ARENA TOSHINDEN

For Scorch mode, press Select three times, Up twice, Select, A, Down twice, Select, and B at the Takara screen. Special attacks may now be enabled. To fight as the Bosses, press Up, Down, B, A, Right, Left, B, A, when Ellis begins

to dance. Gala, Gaia 2, Uranus, and Sho will now be accessible. To view all dialogue, press B, A, Left, Right, B, A, Down, Up, B, A when the Takara logo appears. Dialogue from all characters, including tips and special attacks will be displayed.



ACTION REPLAY CODES



PRINCE OF PERSIA INF ENERGY 01035BC1	CRASH DUMMIES INF LIVES 0105BACD	COSMANTANK INF HEALTH 010629C6
ZELDA INF ENERGY 01185ADB	CHASEHQ INF TIME 0128A3C7	AFTERBREST INF TIME 01009AC9
COOLSPOT INF ENERGY 0107DADB INF LIVES 0103E4DB 100% WORTH OF NEW COOL POINTS 0164E5DB	CRUSHER INF TIME 014001CF INF ENERGY	CUTTISLD INF ENERGY 01289BD9 INF LIVES 01039ED9
NEMESIS 2 INF LIVES 010380C9	CONTRA INF LIVES 01028BCB	BACKFROM INF ENERGY 011283C7
YOGI BEAR INF LIVES 0103F2C2	DEXTERITY INF LIVES 010287C9	BLASTMST INF ENERGY 010911C1
XENON 2 INF ENERGY 010F2FC0 INF LIVES 0105D4C0	CHOPLIFT INF LIVES 01046BD1 INF ENERGY 0106ED1	BOBBYBOY INF TIME 012713C1 INF LIVES 010363C1
A SPACE INF AIR 01637C2	CYRIAD INF LIVES 01047DC6	BATBULL INF TIME 0143ADC5
ALIEN-PD INF LIVES 01039FC7 INF ENERGY 0199A3C7 INF HP 0108A1C7	DARUMAN INF TIME 0192E3C3	BATLCITY ONLY ONE ENEMY INF LIVES 010306C3
BATMAN & ROBIN INF LIFE 010720C0	DDRAG2 INF ENERGY 013687C6	BATLOAD INF ENERGY 012FD0C6 INF LIVES 01030EC6
BLADE INF HEALTH 010620C0 INF LIVES 0102A1D0	DEFENDER INF LIVES 0104EBD4 INF BOMBS 0104EAD4	DONKEY INF LIVES 010343DA
BURNPAPER INF LIVES 010379D6	DIGDUGS INF LIVES 010396C4	LUNALAND INF FUEL 0166EC0 INF COMP 0164C06
BURAI INF LIVES 0103C9C0	BAN RACER INF TIME 016316C2 INF LIVES 01031DC2	MICRO2 INF LIVES 010366DB
FIDGETTS INFINITE TALL MOUSE AMMO	BONK2 INF HEALTH 01096CCC	NEBULUS INF TIME 019512C5 INF LIVES 010316C5
01032FC2	BOMBRKID INF TIME 012711C1	T2 INF ENERGY 01E08DD8 INF TIME 016451DC
INFINITE LITTLE FATMOUSE AMMO	BATTLE TOADS INF HEALTH 01090DC6 INF LIVES 01030EC6	SUPERMARIO DX INF TIME 019401DA INF LIVES 010515DA
01032FC3	DMG INF TIME 01A8DCD0 INF LIVES 01038DC2	STARSAVE INF LIVES 0103F4C5
FELIX THE CAT INF LIVES 010228DC INF TIME 010E26DC	DICKTRCY INF ENERGY 01095ACF	TRULIES INF ENERGY 011489CA INF BULLETS 010FC0C3
ESPAKKS INF ENERGY 01061FC0	TURTLES INF HEALTH 0108B1C9	SNOOPY INF TIME 010092C3
DYNABLASTER INF TIMER 01BEEFC0	SUPER MARIO INF TIME 011AE3CF INF LIVES 010315DA	REDOCTBR INF ENERGY 014033DC
DROPZONE INF LIVES 010377C2 INF BOMBS 01037BC2	SMURF INF TIME 010BCDD9 INF LIVES 010386D9	TRAX INF ENERGY 010678C2 INF TIME 010686C2
DUCKTAILS INF TIME 019911CA INF ENERGY 019977CA INF HEALTH 019978CA		

WWF ATTITUDE

Here are the passwords for all the characters on each and every level:

KANE

Level 2
Level 3
Level 4
Level 5
Level 6
Level 7
Level 8
Level 9
Level 10
Level 11
Level 12
Level 13
Level 14
Level 15
Level 16
Level 17
Level 18

JBK6GRGG
GDHDKSKK
FHDHCLCC
DGFGBMBB
CKBKFNFF
BJCJDPDD
TMSMRGRR
SLTLOHQQ
RPQPTJTT
- QNRNSKSS
PRNRMBMM
NQPOLCLL
MTLTPDPP
LSMSNFNN
KMLCHQHH
JLKBGRGG
HPGFKSKK



Level 6
Level 7
Level 8
Level 9
Level 10
Level 11
Level 12
Level 13
Level 14
Level 15

QRSJCQCP
TSRHTDTS
STQGSFMS
MLPFMGSM
LMDLHDTL
PNMCJQCF
NPLBNKAN
HQKTHLDH
GRUSMGFG
KSHRKNBK



SABLE

Level 2
Level 3
Level 4
Level 5
Level 6
Level 7
Level 8
Level 9
Level 10
Level 11
Level 12
Level 13
Level 14
Level 15
Level 16
Level 17
Level 18

QCGMAKHG
TDKNSGJK
SFJPTTHC
MGQCLDBC
NKDTPCFD
HLRBSGQP
GMQCHTRQ
JPSFKRTS
BRHLCPML
FSPJDLNP
DTNKFMNP
RLHLQJGH

STONE COLD STEVE AUSTIN

Level 1
Level 2
Level 3
Level 4
Level 5

CBFCQJC
BCDNBKF
FDCMFSFG
DFBCDTHD
RQTKRBNR

THE ROCK

Level 1
Level 2
Level 3
Level 4
Level 5
Level 6
Level 7
Level 8
Level 9
Level 10
Level 11
Level 12
Level 13
Level 14
Level 15
Level 16
Level 17
Level 18

GHKRCSCG
KJGSDRDN
JKHPRFR
CBDQNGGC
BCFRPHPH
FDBSLJFE
DFCTMKKQ
RQSBLLJH
QRTCMKMG
TSQDNKAT
STRFPHPH
MLNGQDGM
LAMPGRFR
PHLBSBSP
NPMKTCST
HQLBSBSP
GRKMCTCC
KSGNDQDI

THE UNDERTAKER

Level 1
Level 2
Level 3
Level 4
Level 5
Level 6
Level 7
Level 8
Level 9
Level 10

SGKTRCHG
RKGQDSJH
QJHFRFTK
PCDNGLEB
MBFPMGND
MFLNDJND
LDCMKPFB
KRSJLGOI
JQTKMAHRC
HTQGNJST



Codes supplied by the Datel Cheatline on 0891 516 356. Calls cost 50p per minute. Always ask permission from the person who pays the bill. (www.datel.co.uk)

TIPS Q&A

PROBLEMS SOLVED...

You must be joking

I have just bought your new magazine Planet Game Boy, which I thought was really good and better value than the other Game Boy magazine! Although I do not have a Game Boy Color, I do have a Game Boy Pocket, which I am happy with and am starting to build up my own collection of games.

I have managed to complete most of my games and am working on a couple where I'm near the end.

There is one game that I'm stumped on and that is Batman: Return of the Joker. There are four levels on it, but you have to complete one to three first and can choose which of these to start on. I can complete levels one and three, and but on level two I can't beat the boss at the end. Hope you can help!

Alan McGregor
Dunfermline, Fife



Ah yes, the Shogun Warrior boss at the end of this level is a tricky customer, and no mistake. The main problem is that he's immune to your Batarangos, so forget those and get in close for your punch attacks. He drains your energy really fast, given half a chance, so keep close and just keep on pummeling, taking care to avoid his sword and flying disk attack. Keep at it and he'll eventually give it up! Success will be yours!

Coining it in

Dear Planet Game Boy,
I have got a cheat for Super Mario Land 2: Six Golden Coins. Press

'Select' at the screen where you choose what game you want to play and 'Easy Mode' will appear at the top of the screen. I hope this will be useful! Cool mag by the way!

Jerome Gill
Buntingford, Herts

Thanks for that, Jerome! If any other readers discover cheats or secrets in their games, let us know!

Under The Bridge

Dear Planet Game Boy
I was given a game for my Game Boy called Gargoyle's Quest. Please, please give me some passwords for it because I'm so crap.

On the Game Boy camera, in the 'Shoot' option there is a thing called 'Run'. What does it do?

Steven James
Cardiff

Oh, all right then, just for you. Here are all those passwords:

Level	Code
Jarkton Town	MUPP-JMHWW
Ekuzosu Village	HWTU-9OAZ
Bymon Village	FWGG-5CY
Rushifell Village	SWXE-CBFJ
Gurion Town	BIF8-BRAZ
Bureido Village	GJ7Q-KLVO
Return to Bymon	N5AQ-9RZF
End	NPAN-RRXY

As for the 'Run' function, as far as we know, having tried a million things, it is just to 'run away' to a funny screen. (It probably makes more sense in Japanese.) If anyone knows of a more logical explanation, let us know and we'll print it!



Keep your hair on

Congratulations on your fantastic mag, especially on your Pokémon coverage. I am a huge fan of the game and current phenomenon, and have an American version taking up every spare second of my time. This is where my main problem arises: I've been playing for around 40 hours, have 78 Pokémon, but only have seven of the badges!

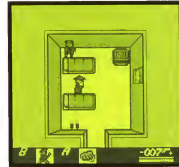
I've been checking everywhere, but can't seem to find the hiding place of that elusive final earth badge. It's been driving me crazy, so if you could possibly give me a clue or tell me where or how to find it, I will be eternally indebted to your greatness! I'm really stressing over it and will tear my hair out in frustration soon.

You sure you want to know? Absolutely sure? Okay, then. The Gym Leader is called Giovanni and you'll find him in Viridian City Gym. His line-up is as follows: Rhyhorn lv 45, Dugtrio lv42, Nidoqueen lv43, Nidoking lv45, Rhydon lv50. The best Pokémon to use are Water, Grass or Ice. Defeat him and you'll not only get the Earth Badge, but TM27 which allows you to control Pokémon of any level. Good luck...

Shaken and stirred

Could you please help me out on a Game Boy game that's been giving me trouble. It's James Bond 007 and I'm on the third part of the Russia level. I can't get past the lasers.

I have no medi-kits or heavy or light vests left and have already tried protecting myself with the mirror



and the shield but I keep dying.
Jonathan Willett
Skelton, Cleveland

You're nearly there, Jonathan, so don't give up hope! You're on the right track – the mirror is used to block lasers, and the shield to block bullets. I think the real problem is that you've run out of protection. Here's a way to get loads of Medi-kits, though it does mean starting from the beginning.

Start the game and enter your house. You'll find a Medi-kit on the top bed. Pick it up, save the game and then quit. Restart and repeat the process as many times as you like – you'll soon have a big enough collection of Medi-kits to get you through the toughest scrape!

SORTED!

A problem shared is a problem solved! So if your Game Boy games are giving you gripes, drop us a line and we'll do our best to sort them out. If you've found a secret or tip you'd like to share, mark your postcard 'The Great Tip-Off' and send them to:

Planet Game Boy,
Future Publishing,
30 Monmouth Street,
Bath BA1 2BW.

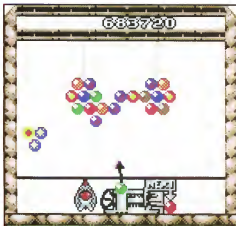
Or you can e-mail us at
planetgameboy@futurenet.co.uk

BUST-A-MOVE 4 MASTERCLASS

Bust-A-Move 4 might have a cutesy cast, but beneath the façade is one of the meanest puzzlers you'll ever play. Thank goodness, then, for the PGB Masterclass. Go on, pop your clogs. By Tim Cant

Bust-A-Move 4 is a puzzle classic, but it's not the easiest thing in the world to master. That's where Planet Game Boy comes in: our tips will help even the most nervous novice become a BAM champion. From the most essential tactics to the trickiest advanced techniques, we've got it all covered. So, grab your harpoon gun thingy – let's get busting!

PULLEY PREDICAMENTS



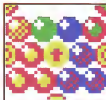
If there's one obstacle in BAM 4 that really gets our goat, it's those dreaded pulleys that crop up with irritating frequency. They're especially infuriating for the novice player, but we've played long and hard to find the best ways to deal with them. The most important piece of advice is generally go for the main bubbles, the ones that are actually 'on' the hooks. Once both of those have gone it's goodnight Mr Pulley. Of course, they might not be immediately accessible, so you might have to plough through several layers of bubbles. Try to do this as evenly on both sides as possible so that things don't get too one-sided – that leads to death and sweaty palms. One of the things it's crucial to remember early on is that if you 'join' the two bubble clusters together they won't shift in relation to each other any more. Keep this in mind – it saves enormous hassle later.

BUBBLE RAP

Let's talk about special bubbles: They're tricky customers and regularly blight many a novice gamer – but often they're the secret to successful completion of a level. Here they are exposed in all their tactical glory! Rainbow bubbles are the simplest to use, so simply start by concentrating on those before trying out the many other fruity varieties...



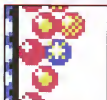
FULCRUM BLOCK
Bubbles stick to this fellow, and the only way to get rid of it is to do get rid of all the bubbles attached to it. Once they're gone it'll disappear and make your life a whole lot easier. Not as nasty as it looks.



ANTI-GRAVITY BLOCK
The same as a Fulcrum block, but if it can, this block will float upwards until it hits the ceiling. At this point it becomes a regular Fulcrum block. Eliminate all attached bubbles to destroy it as quickly as you can.



RAINBOW BUBBLE
When the bubble attaches to a Rainbow Bubble it's eliminated, the Rainbow Bubble will simply turn to a bubble of the same colour. This means you can set up huge chain reactions by triggering three or more!



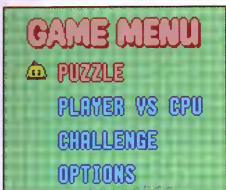
STAR BUBBLE
Possibly the handiest of all bubbles, when you shoot a bubble at this little tinker it'll disappear, taking all similarly-coloured bubbles with it. Especially useful on pulley levels – don't waste these beauties!



JAMA-BLOCK
This block cannot be destroyed, but don't panic, you can still finish a level even with these blocks still left on the screen. However, you can drop it off the bottom of the screen by getting rid of whatever it's closely attached to.

GAME MODE MAYHEM

There are three separate game modes available in *Bust-A-Move 4*, each requiring subtly different tactics to master. Check out our handy advice on each type, and if you then think you're hard enough, test your mettle on our more-tricky-than-stickily-necessary PGB challenges!



PUZZLE

In this mode your character starts at the bottom of a puzzle pyramid. Each letter represents a clutch of different screens, each one of which must be conquered before you can visit the next. Our tip: press 'A', 'Left', 'Right', 'Left', 'A' on the title screen for the second, harder set of puzzles! **YOUR CHALLENGE:** Find where you get given that code and then complete the challenge, both in under twenty minutes!

PLAYER VERSUS CPU

Beating the Game Boy at its own game is what this mode is all about. The character choices really make a difference here, as each one has different attack patterns. We find Rumb and Cleon to be the most satisfying. Our tip: go for the chain reaction by doing the most spectacular 'prunes' you can! **YOUR CHALLENGE:** In 'normal' mode, defeat two characters so quickly you get a time bonus.



CHALLENGE

Pretty similar to the Puzzle mode (but without the choice of path) the Challenge mode is for those who think they're the cream of the BAM crop. It's tricky all right, and it'll take weeks and weeks of practice to reach that coveted Grade A award. Our tip: Use the star bubbles on Stage 3 to eliminate those colours near the top of the screen, hopefully helping you to get one of those mighty tricky 'Perfects!' Go for it! **YOUR CHALLENGE:** Get two 'Perfects' on Stage 3 by clearing the screen twice in a row. No cheating, you hear!

BASIC BUBBLE BUSTIN'

Of course, things are rarely that simple in BAM when the game gets under way – you'll have to deal with plenty unwanted bubbles, levers, special bubbles, enemy attacks and even your own horrendous cock ups. Of which (at the start) there'll certainly be a fair number! Still, here are a few handy tricks that you can quickly learn to overcome the challenges that crop up. And below is where you'll find them all:

DEFLECTION

Perhaps the most elementary technique in the whole game, deflection will help you out of tricky spot time and time again. If you're presented with a bubble who's colour isn't immediately accessible, then there's the possibility that you could be able to put it to good use by bouncing it off the game area's walls. Overcrowding is one of the most fatal errors that afflicts the novice player. This technique is especially handy when it comes to...



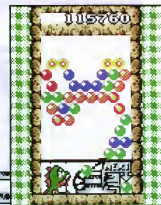
THE SAVE

If things are looking hairy then remember this cheeky little technique. If you've got some bubbles that are right on the deadline (the lowest height before you're crushed and beaten!) just blast them with the right colour bubble – as long as it connects they'll all disappear, even if the newly launched bubble is still under the deadline. So, saved by the bell!



THE PRUNE

If you can manage to dislodge a group of bubble's supports so that they're not attached to anything any more they'll come crashing down, possibly saving your neck in the process. Be warned though, accuracy is the key or you could end up just making things worse. Use the deflection tip to help this happen.



REJECTION

Sometimes you'll simply not be interested in the bubble on offer. If this is the case, there's no need to let it clutter up the screen. You can send it bouncing down to the bottom out of harm's way. It'll disappear without trace, meaning you can get on quickly with the job in hand as the next coloured bubble emerges.

THE RUG RATS



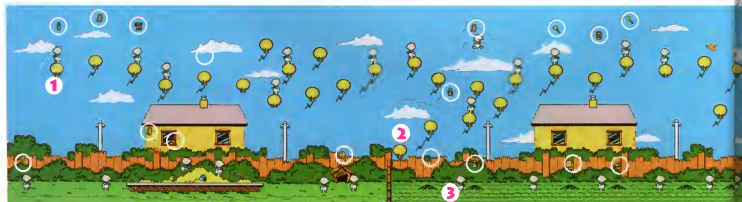
LEVEL 1

Your adventure begins in the murky basement of Tommy's house surrounded by broken pipes, dodgy electrical jobs and boxes of junk. Being the opening level, this is a relatively short and simple stage with only a few enemies to worry about, so relax and get into the swing. Get used to timing your jumps and becoming familiar with the scenery.



LEVEL 2

Now that you're out of the basement, go through the house to get to the garden outside. You'll need to use the balloons to grab the higher items, and it won't be easy with all the toy planes flying around up there. Watch their flight patterns and time your leaps correct to avoid being hit. The robots below won't cause any problems, so long as you jump over their heads as they walk towards you. Other than that, don't rush it or you'll be sorry!



LEVEL 3

With so many items hidden in the sky, things get a little bit harder on this level. Use UP and DOWN on the D-Pad to locate the next balloon along and make sure your jump is a good one, as a mistake at this height means certain death. Having collected the required amount of toys, backtrack and use our map to find a way down to terra firma. Be very weary of the moles that leap from hole to hole, as these often pop up when you least expect them to. Although various routes exist, stick to ours to be on the safe side.

MOVIE

First there was the cartoon series. Then along came the movie. The game soon followed. And now you have the guide. Will it ever end...?



- 1 Wait for the electricity to move up before running underneath.
- 2 To pull the lever connected to the machine, simply jump up towards it and Tommy will do the rest. This might take a couple of goes, so persevere.
- 3 If you want the toys up here, you'll need to go back to the box of junk on the table and use the machine to get onto the platforms.
- 4 And that's it, the first level's completed!

How to use this guide

To complete each level, you need to collect all the items (circled). In order to aid you further, we've left pictures of the Rug Rats on the maps to indicate the path you should be taking. For the difficult bits, read the corresponding notes. That's it!



- 1 Wait until the plane is out of the way and bounce onto the next balloon and then again to avoid the aircraft as it comes back towards you.
- 2 Hold down the jump button to bounce higher and higher on the balloons.
- 3 You can safely drop down onto the balloon below without risk of being hurt.
- 4 Don't worry about being burned, as Tommy's parents have taught him never to play with fire. So for the moment at least, you're not running the risk of a scorching!
- 5 The green toy robot can be hard to see as it's the same colour as the grass outside.



- 1 Whatever you do DON'T JUMP DOWN!!
- 2 By jumping up onto the fence, you can use the balloons to explore the skies for hidden toys. And there are a few surprises lurking up in the heavens.
- 3 Moles are tricky as they can appear at any time. You could wait for them to pop up first and then dart past them, but we prefer just to jump over their molehills and run.
- 4 Although it may look simple, it's virtually impossible to get from down here to up there without going back to the previous fence.
- 5 The end of the level but there's still exploring to be done!
- 6 Dare you risk stepping off and dropping to the ground below?

LEVEL 4

LEVEL 4 TOMMY

The first of a four-part level, and probably the most frustrating due to the placing of certain enemies throughout. The genies can be jumped over so long as you leap when they're at their lowest point. Don't forget to pick up the key either, as you'll need it to find baby Dil. remember to collect the items in order.

- 1 If you find the key here then you may go straight to Phil's level upon exiting.
- 2 Jump over this genie when he's at his lowest point.
- 3 Drop onto this cushion to avoid the enemy above, then carry on once it's passed.
- 4 Once you've collected all the necessary items and checked for the key, it's time to leave. Take your time and explore this level for bonus items which will appear.
- 5 You can't get to the goal this way. Sorry!

LEVEL 4 LIL

Avoid going for the bottle in the clouds near the start as it takes too much effort to get past the birds and back again. The tornados are liable to throw objects into the air at any time. Most items are in the clouds, guarded by birds, and careful jumping is required to avoid getting hit. To collect the teddy bear underneath the cloud, walk off the right-hand side, then quickly hold LEFT on the D-Pad. Don't jump off or you'll die!

- 1 Grab this rattle to protect you from the whirlwind up ahead.
- 2 Run towards this whirlwind and leap over it. Hopefully you'll avoid any debris.
- 3 Don't come this way - this bottle is all you get for risking your neck against those pesky birds. It's really not worth the time and energy!
- 4 Use the clouds to get to a hoard of goodies stashed away up here.
- 5 WALK off the cloud and then push the other way on the D-Pad to collect the teddy.

LEVEL 4 CHUCKIE

There are plenty of items on this level, more than you normally need but there's a reason for that - danger is everywhere! The jellyfish act exactly the same as the balloons you've seen on some of the previous levels, helping you to grab the toys that would normally be out of reach. Pressing DOWN on the steeper slopes you encounter in this level will cause Chuckie to slide to the bottom of it, often straight into a crab or eel, so don't do it! You'll just end up back at the start.

- 1 Take the top route first and search for the key. Stand near the bottle and jump right to (hopefully) get up there. It may take a few goes but it is possible.
- 2 Nearly there now, so don't let that eel beat you.
- 3 This stash of building blocks is just what the doctor ordered!
- 4 Keep bouncing on the jellyfish to grab the items.
- 5 The jellyfish are exactly the same as the balloons from previous levels. Simply hold the button to bounce higher. After that it's just plain sailing.

LEVEL 4 PHIL

After struggling through the past few levels this is your reward. Phil's stage is nice and easy with relatively few enemies to worry about. Simply walk all the way to the end of the level to get up on top of the shelves and lockers, and go back again to find baby Dil. Be cautious of the spinning tops however - it's best to wait until they move away from you before jumping onto the next cabinet.

- 1 Wait until the plane is clear before jumping onto the wardrobe.
- 2 You've found him! Hurry up and collect the toys before getting to the exit.
- 3 Plenty of plane-dodging here. Jump over the lower one then up onto the shelves.
- 4 You can grab this bottle by falling off the shelf above, then go right to the goal!

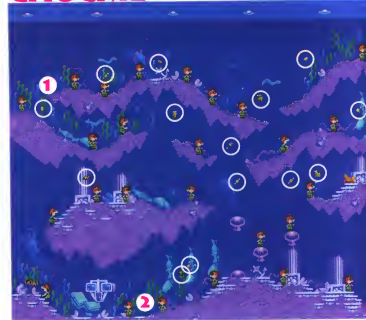
TOMMY



LIL

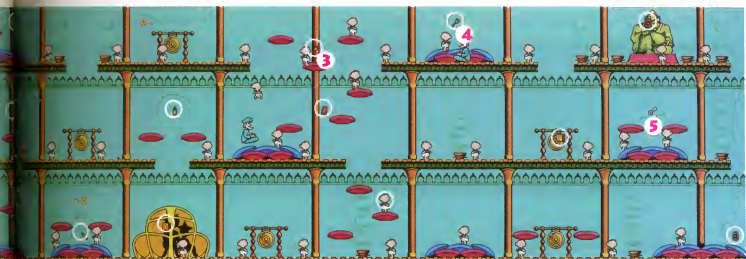


CHUCKIE



PHIL





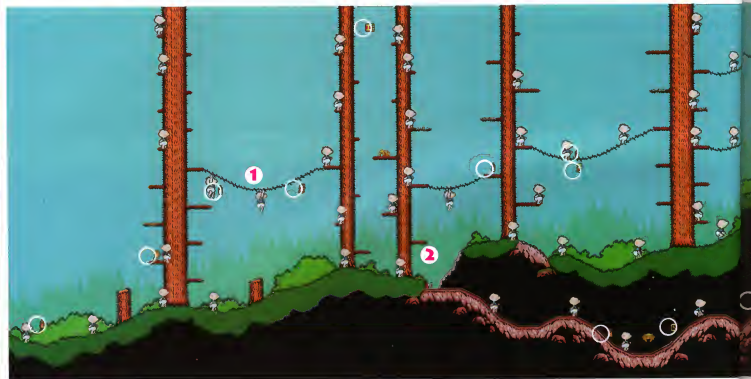
LEVEL5

The greatest danger to Tommy is from falling. Most of the toys are in the trees and many of the branches will break moments after you step on them. Wait for the apes to walk towards you before jumping them – it's much safer. You'll find the watch right in the top of the trees.



LEVEL6

It's time for Tommy to swing into action! Use the vines to cross from one tree to the next remembering that you can walk along them or drop down and hang from below to collect items or avoid enemies. This level also features a ride in an underground minecart which is a fast way to collect all the toys in its path. So, hop on and enjoy the ride.



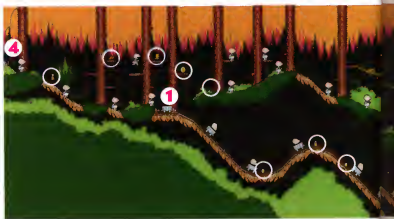
LEVEL7

Baby Dil has got free again and it's up to Tommy to track him down. The minecart ride will gain you plenty of items, although you'll miss out on a few hidden up in the trees unless you backtrack. Avoid the spiders on the vines by shimmying past them. Once you have the required amount of toys (and baby Dil) race back to the 'Goal' at the beginning of the level.

1 Another minecart. No need to duck this time, as there's no spiders to worry about.
2 Using these branches you can get up into the trees and go back to what you missed while riding the minecart.

3 Baby Dil is back to his old tricks once again. Grab him and don't let him out of your sights this time! There's too much at stake and too little time.

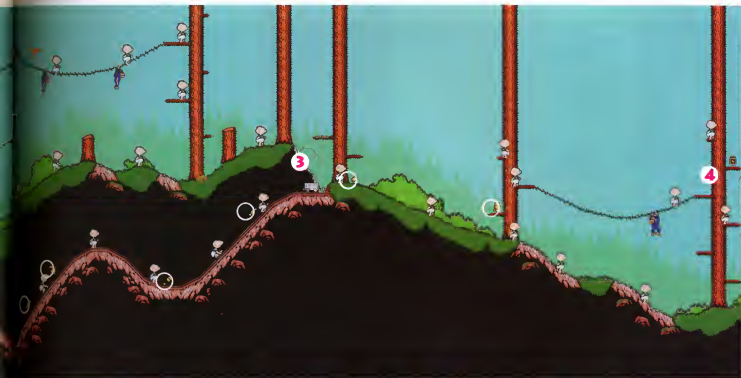
4 Just enough time to pick up a few items before exiting the level.

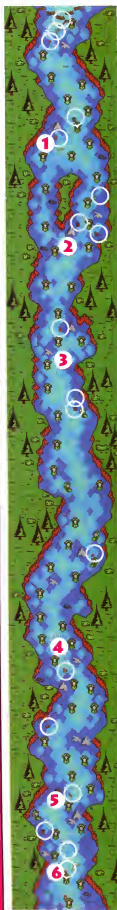


- 1 Let the monkey come to you but wait for the parrot to leave before jumping.
- 2 The branch here will snap the moment you step on it, so make another leap onto a safer one.
- 3 The dock you see requires some careful jumping to get to.
- 4 Wait for the skunk to scurry back towards you before jumping over its head.
- 5 Neither these branches can support Tommy's weight so collect the toys quickly!
- 6 At last! But you're not out of the woods yet.



- 1 Shimmy along this vine to grab the goodies.
- 2 The top route is safer but the bottom one has more items. But why not do both?
- 3 When riding the minecart press DOWN on the D-Pad to duck and avoid the spiders guarding the toys.
- 4 Once you have this it's time to go back to the beginning and finish the level.





LEVEL 8

While it's not really essential to collect all

the objects floating on the water, they will help you to rack up a high score when you reach the end of the level. If, however, you're not playing for points and just want to see the cute picture of baby Dil at the end of the game, stay on the left-hand side to avoid getting into any dangerous situations. Don't use the speed boost for long periods as you may find yourself running out of space to avoid the tyres and rocks (the Reptar Raft isn't exactly brilliant at manoeuvring around these). All set then?

- 1 Speed up to avoid these fish as each hit will cost you one continue, no matter how many items you have. It would be a shame to have to retire.
- 2 Turn early to dodge the tyre floating in the river.
- 3 Even when the fish are deep underwater they can still cause you problems, so keep them at bay.
- 4 Keep in the centre here to avoid crashing on the rocks. If you do steer to the left as it's safer.
- 5 The left route is safer but the right offers more points. Which do you choose?
- 6 The teddy bear is hard to get, but not impossible. Head in a straight line towards the second rock and as soon as you have the bear push hard right on the pad. This might take a couple of goes, but be patient.

LEVEL 9

This is it – the last level of the game and the

largest so far! The biggest threat comes from the bats that guard a few measly but essential items. Try to collect these first as the bats are fast and can cause you to drop all the toys you've collected (which is REALLY irritating). There are plenty of items along the minecart rails, especially the third one, although you'll need to walk all the way over to the other side of the level to ride it. Once you have all you need, head straight for the large statue in the bottom-right corner to finish level – and the game!

- 1 The end sequence is just around the corner. All you have to do is step forward and leave the level.
- 2 Expect to see a boulder rolling down this slope. A good jump should see you avoid the danger.
- 3 Another boulder will make an appearance as soon as you reach the top of the ladder, but a simple leap should suffice. If not, you're toast.
- 4 There are a few bats in this area so beware! They fly fast so jump up to dodge them and run away before they come back.
- 5 Prepare for the ride of your life! This rollercoaster of a ride features the steepest slopes yet, but also the biggest rewards for all who dare to face it.





If you're having a little trouble getting Wario's treasure back from the clutches of Captain Syrup and the Black Sugar Gang, feast your eyes on our complete solution.

With 50 levels to tackle (half of which can only be accessed via secret doors and hidden routes) Treasure and Map Pieces to collect on every stage, and 11 dastardly Boss characters to defeat, we thought it might be a good idea to bust the entire game wide open – if only for the sake of our sanity!

TREASURE SCREEN

Note: When you've collected all the Treasure and Map Pieces, levels which have a Boss at the end will be marked with a skull. If you're just interested in tackling the Boss, hold DOWN and press the A button at the level name screen – the game will proceed directly to the Boss.

their subtly different control systems – which can be the key to getting further into the game. In all states, Wario won't be able to go through any doors until he's returned to normal. Don't panic, though, as there's usually an antidote somewhere within the immediate vicinity.

Flat Wario: Should Wario get hit by a Crusher or Big Rock, he'll be squashed flat. In this state, he can fit easily through narrow spaces, walk across gaps in the floor, and drift slowly while in mid-air (useful for catching coins). To return to normal, Wario needs a drip of water, or even a friendly pull him back into shape.

Fat Wario: Only the Cook (and a carefully thrown cake) can transform our spritely Wario into a more portly figure. While bloated, Wario can pop-smash through otherwise impenetrable blocks, biff any enemies he encounters (particularly Blob), and cause ground tremors. Exercise is they key to get back to normal – keep on the move and he'll shed those pounds in no time.

Hot Warlo:
Should
Wario stray
too near to a
Fox, he'll be
allight and run
ound with his

he'll start to flash and turn

into a huge
flame – as
well as
defeating

enemies, this characteristic can also be used to torch

way through
burnable
s. The effect
off after a

...time, or if
Mario makes it
water.



Crazy Wario:
Better known as
Drunk Wario, this
mode is activated

and he get hit by
robbed by a
guin. He'll
y back and

still jump and
(useful for
). While in

this mode, a deft prod of the B button will fire out a lethal halitosis projectile. The only cure for Wario's hangover is a dip in some icy cold water. Brrr!

Zombie Wario: If Wario should stray too close to a Ghost or Headless Zombie, he'll be turned into Zombie Wario. Not only are his movements slow, he cannot jump, and will fall off certain platforms (which can be used to your advantage). To return the poor fellow to his normal self, shine the rays of light through the nearest window.

Puffy Wario: The Bees are particularly nasty, and if they manage to sting Wario his face will swell up and carry him upwards. It's very little he can do apart from what he can be steered left and right to collect coins in high places and nudge out of the way. There's no antidote, he'll deflate and return to normal when he makes contact with a solid overhead.

Tiny Wario: Get caught by the Sorcerer's spell and Wario will be magically transformed into a miniature version of his former self. When being adorably cute, Tiny Wario is very agile; he can slip into tiny gaps, smaller than Wario, and his jumps are noticeably higher (handy for reaching previously inaccessible areas). To restore Wario, head for the nearest pool of water.

Bouncy Wario: If a Kong enemy manages to get Wario with his mallet, our hero is turned into a giant spring which will continue to make massive leaps and bounds until the timer runs off. He cannot kill enemies or get out of the way, and is still vulnerable to damage from spikes and fire, but he's extremely useful for reaching high ledges (especially if you hold the A button too).

Frozen Wario: If you thought Snowmen were sweet and fluffy bundles of joy, think again – one hit from a snowball and Wario is frozen. There's nothing he can do in this guise, but he can continue to slide backwards until he hits a solid object or wall.

Bubble Wario: Should Wario collide with a Bubble, he'll get caught inside and begin to drift upwards. As with Puffy Wario, there's precious little he can do about this, but can be left and right (and is the only way to certain underwater currents). He'll drift upwards until he collides with a solid platform.

THE ENEMIES





Spear Man: The most common enemy, these fellows wander back and forth aimlessly. Ideal for smashing enemy blocks or lobbing through tiny gaps. Charge from behind or drop-smash to kill.



Mouse: Irritating at best, as they tend to bump into Wario quite frequently. Can be lured almost anywhere and used as a handy springboard. Charge or drop-smash to kill.



Crusher: Useful for turning Wario into Flat Wario, they can be a nuisance as their shockwaves send Wario jiggling helplessly into the air. Cannot be destroyed, but, by hopping on top, can be used as an elevator.



Bat: These will hover until Wario passes underneath, then carry him up into the air. Useful for turning Flat Wario into normal Wario, or getting up to high platforms. Jump up to stun them, or charge to kill.



Punch: Similar to the Spear Man in many respects, the Punch Man catches Wario off guard thanks to his long-range fist. Again, ideal block-smashing device. Charge from behind or drop-smash to kill.



Fire Fox: A fairly docile enemy unless Wario gets within range, whereupon he'll spit out a flame to set Wario alight (the only enemy which can do this). Charge or drop-smash to kill.



Flying Fish: These will repeatedly leap out of the water, bumping Wario and making a nuisance of themselves. They can, however, be jumped on to reach high platforms. Charge or drop-smash to kill.



Swordfish: The most deadly underwater adversary, Swordfish strike quickly if Wario is in range. Can be lured from above or below, and even pushed along from behind, but cannot be killed.



Blob: These creatures remain rooted to the spot, swelling up should Wario try and get past. They can only be removed by throwing another enemy at it, or by using Hot Wario or Flat Wario.



Bubble: Either a help or a hindrance, depending on the circumstances, these will turn Wario into Bubble Wario and float him helplessly upwards. Can only be popped by hitting something solid.



Boomerang Duck: Although cumbersome and slow-moving, this malicious mallard has a long-range (but easily avoided) boomerang to strike any foes who get too close. Charge or drop-smash to kill.



Headless Zombie: Quite a rare beast, and unpredictable at best, he'll strike out with his disembodied head should Wario get close enough. Bump into him (preferably his back) to get rid of him.



Chicken: Not to be confused with Wario's beloved pet hen, these are tougher than they look, as charging will only stun them. To dispose of them for good, use a well-timed drop-smash.



Spike: Hopes about madly brandishing its deadly spikes, but can be killed by charging from behind. Generally, it's best to duck (it turns into a ball on contact with Wario's head), then charge at it.



Penguin: These chaps carry strange balls which, when thrown at Wario, turn him into Crazy Wario. They retreat after each throw, and this is the best time to strike – charge or drop-smash to kill 'em.



Sea Serpents: These vicious beasts only appear once during the entire game. They lie dormant until Wario is near, then drag him underwater. Wario can wriggle free of their grasp, but they can't be killed.



Scary Monsters: It's best to kill these while they're dormant, as bashing something nearby or drop-smashing the floor causes them to erupt in a violent temper for a few moments, during which they cannot be destroyed.



Seagulls: These do nothing but spend their days hovering in the same spot. Handy for Wario, as he can use them as a stepping stone, but be aware that they retreat for a few seconds after being stood on.



Cook: Brandishing tempting cakes, Cooks are the only enemy capable of turning our hero into Flat Wario if he gets within range. They reload pretty quickly, too. Charge or drop-smash to kill.



Anchors: One of the few invincible enemies, anchors stay rooted to the spot, repeatedly moving up and down (allowing Wario to run under or jump over them respectively).



Owl: Although classed as an enemy, Owls are extremely useful. After waking them up, Wario can jump into their talons and use the kind, feathery friend to carry him above the level. Most handy.



Bluebird: Useful for reaching high platforms, Bluebirds hover harmlessly but will fly aggressively toward Wario if he gets too close. Charge from behind or drop-smash to kill.



Spiky Skull: A nasty and vicious enemy, completely indestructible, and usually placed in the most awkward of locations. There's only one course of action: avoid them at all costs!



Fishing Fish: These fellows wait patiently by hook the greedy! Their bait is a small coin, so it's difficult to differentiate from normal coins, so beware! If hooked, you'll be dragged from the depths. Charge or drop-smash them.



Turtle: Like the Owl, the Turtle is more of a friend than an enemy, and will gladly carry Wario across tricky stretches of water. However, a moving Turtle stops for no-one – be sure to keep up with him!



Fuzzbot: Deceptively cute, Fuzzbots will send out a deadly charge (which scuttles along the floor) should Wario get too close. Can be smashed, or charged from behind if your timing is good.



Bees: Found lurking in Maze Woods, these will turn Wario into Puffy Wario if they manage to sting him. It's tricky to dodge them when they swoop, but a well-timed charge should do the trick.



Alley Cat: These cowardly moggies never leave their window perch, and chuck down bottles if Wario is nearby. They can be stunned by jumping underneath, but it's better to charge at them from the side.



Kong: Armed with a mighty mallet, Kong will rush towards Wario if he spots him and let rip with his weapon, turning poor Wario into Bouncy Wario. Charge from behind or drop-smash to kill.



Sorcerer: A docile chap which will turn Wario into Tiny Wario if he gets caught by the spell. Dropping on the Sorcerer's head exposes the truth – it's actually two Spear Men in disguise!



Snowman: Not the fluffy, friendly bunch of snow that you would expect, they fire out snowballs if Wario is close enough, turning him into Frozen Wario. Wait until they turn back then charge.



Ghost: Like the Spiky Skulls, these are often placed in tricky or awkward areas (sometimes even in a chain of drawers), and cannot be destroyed. On contact, they'll transform Wario into Zombie Wario.



Grunt: Another monkey with an attitude, Grunt is armed with spiky balls which he'll gladly chuck at Wario. Bump into him to get rid of the ball, then charge or drop-smash to finish him off.



Pelican: Looks can be deceptive, and these blighters are mighty tricky as they fire out nasty, smelly fish at Wario. As with Grunt, rush in quickly and charge or drop-smash to get rid of them.



Rocks: There are two types of rock, the small and the large. The smaller ones can be caught and used to throw at enemy blocks (and enemies). The larger kind will turn Wario into Flat Wario.



COINS
Far from a useless, collectible trinket, coins are Wario's reason for living, and form the currency which will ultimately allow him to collect Treasure and Map Pieces to complete the adventure. Every single coin counts, particularly as Wario will lose plenty of them during ugly conflicts with enemies.



Small Coins: The most common coin, found everywhere around the levels and in hidden rooms.



Big Coins: Not as common, and usually tucked away in hard-to-reach areas, these are worth ten coins.



Spinning Coins: These appear occasionally whenever enemies are killed or walls/blocks are bashed.



Silver Coins: Extremely rare, these are worth 100 coins. If you see one, make haste!



GENERAL TIPS
Okay, so we've taken you through Wario's various states and filled you in on all the enemies you're likely to meet. But is there anything else you need to know? Indeed there is. Like any game, there's a myriad of little tricks, tips, and nuances in the control system which allow Wario to pull off some clever and unorthodox moves. Here's our Top Ten favourite neat tricks:

1. **Reading:** The first useful tip is to read the manual thoroughly! Pay particularly close attention as it contains a lot of useful tips, plenty of useful snippets (many of which are essential for completing the game).

2. **Charge Sliding:** In some areas, Wario's path is blocked by conveyor belts running underneath small gaps. Try this neat trick: simply charge towards the gap, then pull DOWN at the last moment to slide Wario under the gap and onto the other side.

3. **Floor Thumping:** Spotted an enemy you need to utilise but cannot seem to reach? It's not too hard. Stand in the immediate vicinity and drop-smash the floor – the shockwave will send the enemy tumbling up to the next platform. Simply repeat the process until he reaches Wario's level.

4. **Game Saving:** One of the most underused features is the ability to save your progress at any point (unless Wario is in a Boss room, in different state, or performing a tricky manoeuvre). Simply tap Select, then choose the SAVE option. Use it before and after losing sections, before returning to Treasure Rooms, or even just outside the entrance to a Boss room.

5. **Cue Spitting:** You might think that some of the hidden rooms are unmissable to find. However, on early levels they're particularly easy to spot. If the glimmer of the coins can't be seen, try looking for other clues like

crumbling walls or gaps in the outer borders of the walls.

6. **Tractor Beam:** This is a handy little trick which works whenever Wario is on a conveyor belt or the roof of a train: to keep our hero in the same position, simply push in the opposite direction to the conveyor belt and hold DOWN at the same time – he'll stay rooted to the spot.

7. **Bat Bashing:** When Wario is in his flattened form, it's difficult to get past the bats as they have a habit of descending and pulling Wario back into shape. To stop this happening, jump up just as they swoop to bash them away, allowing our panicked friend to continue his journey.

8. **Step Jumping:** A little-used trick, even by seasoned Wario players, this is a simple way of gaining extra height; whenever you land on an enemy, simply keep the A button held as this can be further heightened (excuse the dreadful pun) by holding up as well as the A button for an even higher leap.

9. **Parking the Owl:** When Wario is hanging from his feathered friend, he'd be mistaken for thinking that you need to keep on the move. Not so! If you need a little breather and are near to a wall, simply push against the wall to move Wario into the same position. Works on ceilings, too!

10. **Instant Reset:** If you're impossibly stuck or just want to reset, press Select, Start, A and B all at the same time. You'll have to start again from your last save point, but you won't lose any coins or items.

SUB-GAMES

As you'll discover, it's not just about coin collecting and enemy bashing. At various points throughout the course of the adventure, Wario will be able to take part in a number of Sub-Games.

Panel Matching Game: If you manage to lose a Treasure piece on each level, you'll need to play (and win!) the Panel Matching Game in order to get the Treasure. You can gamble 50, 100, or 200 coins on the game – the more you bet, the more you have, and the better your overall chances. However, it's probably easier to have a fire at hand to help you keep track than risk oodles of hard-earned coins.

Number-Matching Game: At the end of every Story, you'll get the chance to play the Number-Matching Game in order to try and win a piece of the Map. For 50 coins, the game will reveal a square of the mystery number – it's up to you to work out which one it is. Try and be logical, concentrating primarily on the corner squares (as they give away vital clues). Above all else, though, don't hazard a 50-50 guess. It's much better to use an extra 50 coins and get it right!

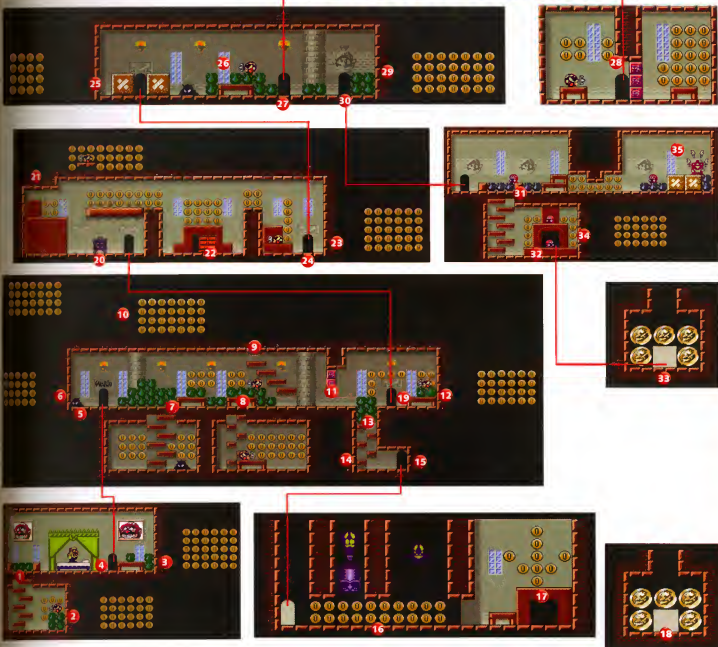
Note: If you've completed the entire adventure and are playing to fill in the blanks, the Number-Matching game changes slightly – instead of paying to reveal a square, they are automatically revealed one after the other. Unfortunately, your coin loss is rapidly escalating as this happens! The sooner you 'buzz in' and guess the number, the less coins you'll use.



Flagman DD Game: When you've collected all of the Treasures and all of the Map Pieces, the Flagman DD Game is opened up. This is a very simple but entertaining sub-game, where you must copy the sequence of flags by pressing the relevant buttons. The buttons are used initially, expanding to six buttons as the game progresses.

It costs 50 coins to play, and you have a limited amount of time to remember each part of the sequence. But don't worry too much if you make a mistake, as you have three chances to get it right!

CHAPTER 1 - ONE NOISY MORNING



STORY 1 - TURN OFF THE ALARM CLOCK!

- Perform a drop-smash to break through the floor, then drop into the room below. Grab hold of the Spear Man and throw him against the wall for an extra coin.
- Charge at the pots and smash through the wall into the hidden room. Use your charge to gain the extra height needed to get the coins right at the top.
- Head through here to go to the next section.
- The mouse here is a bit of a pain. Charge or drop-smash to get rid of him for good.

- Smash through the wall into the hidden rooms. Oh, and grab the coins while you're there.
- Drop-smash the pots to break through to the hidden room below. Be sure to get rid of the mouse, he's only there to make your coin collecting more awkward.
- Smash through the pots for some extra coins - every single one counts!
- Jump up the platforms and smash your way into the overhead coin room.
- Smash through the end wall to break through into another hidden coin room.
- Grab the Spear Man and throw him through the blocks to shift 'em. You

- can squeeze underneath but this way is more fun.
- Bash the Spear Man for a coin, then smash through the wall into another hidden coin room.
- Drop-smash the pots into the chamber below.
- You can smash through this wall into another secret room full of coins. Be sure to bash the Spear Man for an extra coin. You can get out by jumping up to the top of the room and smashing through.
- Pop through here to enter the next section.
- Run quickly past the Crusher and the Bat. If you get squashed, walk under the bat to return to normal.

- Grab the coins from the mantelpiece (use your Charge to reach the top ones), then dive into the chimney.
- Five Big Coins in here. Collect them and scarp back the way you came.
- Pop through here to get to the next section.
- Charge against the Stove to push it to the left, then use it to climb up to the top-left of the room.
- Bash through the ceiling here to get into the coin room above. Watch out for the Spear Man!
- Charge at the Chest of Drawers to get rid of it, but beware of the Spear Man that's hiding inside. Pop through the door into the Treasure Room.

- Smash through the wall into a hidden coin room. Again, use your Charge to get the topmost ones.
- Nip through here to get to the next bit.
- Bash the Crates, then charge through the wall into a hidden coin room.
- Dispose of the Mouse and the Spear Man, then smash the pots for extra coins.
- Pop through here into the next section.
- Grab the Spear Man and throw him through the blocks to get rid of him. If you mess things up, don't worry - leave the room, then re-enter, and the Spear Man will have magically regenerated.
- Smash through the pots

- and the wall to grab some more coins from the hidden room.
- Skedaddle through this door to the next bit.
- Dispose of Punch, then drop-smash through the pots into the room below.
- Drop into the room and dispose of the two Punch enemies, then dive into the chimney.
- Five more Big Coins!
- Before you head back up, smash through this wall for more hidden coins.
- Make your way past Punch to the Alarm Clock. Bit of an anticlimax, this fellow - just charge into him to complete the Story. Well done!



STORY 2 – TURN OFF THE GIANT FAUCET

1. Head right. If you fall in the water, you'll be carried back to the start.
2. Be sure to smash the pots for extra coins.
3. Jump carefully across using the drawers.
4. Smash the pots for more extra coins.
5. Charge through the wall for a hidden coin room.
6. Once inside, leap up to the top for extra coins.
7. Pop in here to go to the next section.
8. Allow Fire Fox to seek Warno alight, then break through the blocks.
9. Nip through the door into the next section.
10. Charge through the wall into the hidden room.
11. Smash through this wall to grab a stack of coins.
12. Drop down to collect the final few coins. You'll

- have to drop-smash the floor to get out.
13. Hop across using the drawers as before.
14. Don't smash the pots – use your charge to hop on to the platform above and collect more coins.
15. A Flying Fish leaps out of the water here – time your jump very carefully.
16. Once you get here, another flying fish

- attacks, so jump up to avoid him.
17. Leap up here and collect the extra coins.
18. Time your jumps very carefully to enter the Treasure Room!
19. Push DOWN as you float along in order to get sucked in by the current.
20. Push RIGHT here to collect the coins. Careful with that swordfish!

21. Hold UP here for more!
22. Hold LEFT for even more!
23. Wait for the Flying Fish to bump into you before dashing across.
24. Another Flying Fish!
25. And another Flying Fish!
26. Smash through the wall into hidden coin room.
27. Pop in here to get to the next section.
28. Push up the Spear Man and throw it at Bloo.

29. These secret rooms are getting harder to spot!
30. Enter this door to the final section.
31. Use your charge to get up to this platform, collect the hidden coin.
32. Drop-smash through to reach more coins.
33. Smash your way back through this wall.
34. Charge the faucet three times to finish the Story!

STORY
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2. If you stan will norm
3. Pop into
4. Dead Crus and to a top i
5. The sho



STORY 3 – LET THE WATER OUT

1. Smash through the wall to uncover hidden coins.
2. Smash the submerged pots by swimming under them and pressing A.
3. You can't smash these crates – you'll have to find another way around.
4. Slide through this door into the next section.
5. Avoid the Bubble, clearing all the pots and coins on your way up.
6. You can't swim through this current – float through using a Bubble.
7. Catch a Bubble and steer it carefully, avoiding the platforms.
8. Go through this door into the next section.
9. Smash the wall and grab the hidden coins.
10. Dispose of Boomerang Duck, then smash the top-left crate only.

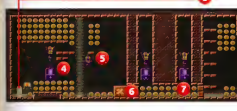
11. Stand on the top-right crate and smash here for those Giant Coins.
12. Here be hidden coins.
13. To the next section.
14. Weave your way down, but avoid the Bubbles.
15. If caught, steer into a pot to burst the Bubble.
16. Use B to swim faster through tricky sections.
17. The door leads back to the first section.

18. Dodge the Swordfish as you collect coins, and smash pots.
19. This switch controls the water levels in the next two sections. It starts in the OFF position.
20. Before entering this door, ensure the switch is ON.
21. Head up to the top and collect the coins. Watch out for the Spear Man at the top.

22. Smash here to get into a hidden coin room.
23. Before entering here, ensure the switch is OFF.
24. This swordfish is the tricky – carefully swim under him.
25. Head through this door to the next section.
26. Collect all the coins and smash all the pots before riding a bubble across the current.

27. It's the Treasure Room!
28. Catch a bubble up to here and smash the pot.
29. Steer a bubble here across the current.
30. Pop through this door into the final section.
31. On the slope, push DOWN to roll through the crates and pots.
32. Simply charge into the Giant Plug to complete the Story!

STORY
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2. Drop-to rea room route.
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4. This d of the (over access
5. This d way b



STORY 4 - GO DOWN TO THE CELLAR

1. If you're quick, you can run left to avoid getting squashed by the Crusher, though Flat Wario is better for collecting the huge cluster of coins.
2. If you do get squashed, standing under this drip will return Wario to normal.
3. Pop through this door into the next section.
4. Dash underneath this Crusher, then hop on to it and let the Bat lift you up to access the coins at the top of the screen.
5. The Bat restores Wario to should he get crushed.
6. Smash through these crates, but watch out for the Crusher!
7. Run under this Crusher, smash the blocks to the right, then go back and get crushed.
8. In order to access this part, jump from the fifth step and drift Flat Wario into the gap (hold UP and RIGHT) as you jump and drift).
9. Stand under the drip to restore Wario to normal.
10. Head through this door to get to the next section.
11. Watch out for the Bat - he'll swoop and rob you

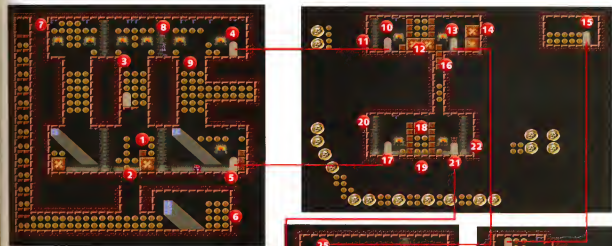
12. Another annoying mouse - get rid of it before it bumps you into the path of an angry Bat.
13. Another Bat to contend with. If you come unstuck and he starts to swoop, jump up to bob him out of the way.
14. Another angry mouse. Again, get rid of him or he'll cause serious problems.
15. Smash through the strip of blocks, bob the Bat, and hold UP and jump to climb the stack and collect the hidden coins.
16. Go through here to enter the final section.
17. Run under the Bat, then duck-jump your way into the narrow passage.
18. Run under this Crusher!
19. Run under this Crusher, then barge through the blocks to the right.
20. Drop down to collect the coins below. On the way back, get squashed by a Crusher - only Flat Wario can cross this gap.
21. Don't forget to collect these coins!
22. To get here, jump from the right-hand edge of the fourth step (hold UP

- and LEFT as you jump and drift). This is very tricky - keep a cool head!
23. After the Bat straightens you up, go into the Treasure Room.
24. Allow the Bat to pick you up and carry you off the top of the screen. When you shed your second lot of coins, bash the A and B Buttons - you can now collect the hidden coins.
25. If you're Flat Wario, stand under the drip to return to normal.
26. Go through this door to complete the Story. No Bosses or anything!

THE GIANT SNAKE HITS TO KILL: 6



1. When you enter the room, jump up on the Snake's body - this ensures you're on the same level as him when he starts to attack.
2. Normal jumps are no good for defeating the Snake - he's too tall. Make sure you use your charge or hold UP as you jump for extra height.
3. He'll head towards you, then lunge when he gets close enough. If he gets you, you'll have to retrace your steps and try again.
4. As soon as he gets to the edge and turns round, that's the best time to go for it - use your charge to jump up quickly and land on his head to score a hit.
5. Charging at him won't score a hit, so there's no point even trying (like we did).
6. After four hits, he'll turn red and start to move faster and attack more frequently. You'll need to keep calm and keep your reactions quick.
7. After six hits, he'll give up the fight and you can move on to the next Chapter!
8. If you lose your cool or make a mistake, jump away so he can't get you, then go in for another try.



STORY 5 - DEFEAT THE GIANT SNAKE

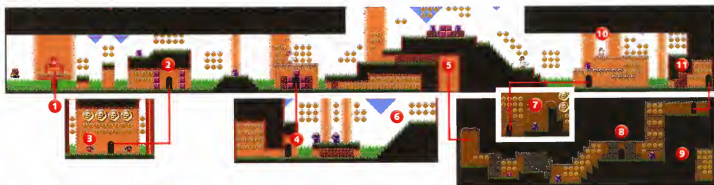
1. Smash the crates and blocks for possible extra coins.
2. Drop-smash through here to reach a hidden coin room (which is also the rule upstairs).
3. Drop down here to get to the Treasure Room.
4. This door leads to the top of the second section (where you can also access the secret exit).
5. This door is the quickest way to the Giant Snake.
6. Don't forget to collect these coins!
7. Smash through this wall to access the top level.
8. The Headless Zombie will turn Wario into a zombie if you're not careful. Jump over him rather than try to defeat him. Hold RIGHT as you drop to access this secret coin stash.
10. This door leads back to the top level of the first section.

11. Smash through this wall and collect the hidden coins lurking within.
12. The crates and blocks here are for decoration only - smash it all and grab those bonus coins.
13. This door leads to the top of the snake pit - no point going through!
14. Smash the top crate only, then smash through the wall to a secret room.
15. Go through this door to head towards the Story's secret exit.
16. Drop-smash through these blocks to get to the lower level.
17. This door leads to the lower level of the first section.
18. Smash the blocks. All of them.
19. Drop-smash through this tiny gap into the hidden coin room below. Follow the route to collect over 130 coins!
20. Smash through this wall

- to escape from the hidden passage.
21. This door leads to the Giant Snake.
22. Smash through this wall for yet more hidden coins.
23. Stand on the slope and hold DOWN to roll right down and through the blocks at the bottom.
24. This door will complete the Story and take you to Alternative Chapter 2 'Go to the Cellar'.

25. This door leads back to the top level of the second section.
26. This door will take you back out. What's the matter? Scared?
27. If the Snake eats you, you'll be plopped back out as an egg and dumped up here. Run through the door into the second section, drop down, and head back through the right-hand door to the Snake's lair.

CHAPTER 2 - SSTEACUP



STORY 1 - RETURN THE HEN TO HER NEST

1. This is the nest where you'll need to drop the hen to finish the Story (she'll lay an egg when you're successful).
2. Make sure you dispose of all the blocks around this door, as it makes things easier when you're coming back this way with a hen in hand.
3. Bounce on the Spear Men (hold UP and A) to reach these whoppers at the top.
4. Again, make sure you clear the area of enemy and smashable blocks.

5. This tunnel leads to an underground cavern. Start rolling on the slope a couple of screens to the left, then jump while rolling to smash through the blocks at the entrance.
6. Start rolling up here in

order to smash through the blocks at the bottom and into the coin room.

7. Two ways to get up here; either bounce on the Boomerang Duck (hold UP and A), or use your charge-jump from the lower-left platform.

8. This door leads to the Treasure Room.
9. Smash through this wall here to reveal a hidden coin room.
10. Here's the hen. Once you've collected all the coins you can muster, you need to carry her

back to the nest. You can drop her to tackle enemies, but be quick; she'll fly away.

11. You can only destroy these blocks by traveling through the underground cavern, or some pretty fancy rolling!



STORY 2 - ESCAPE FROM THE WOODS!

1. You'll need to carefully bash your way through all of these blocks to reach the coins at the top. Use your charge-jump to reach the Spear Men, then hack your way up from there.
2. Lob Punch through this wall of enemy blocks to grab a stash of coins.
3. Don't bother trying to jump up here - it can't be done. The easiest way is to go through the maze section.
4. Be careful not to bash through all of these blocks - you'll need to use them as a platform to access the treetops.
5. This maze section looks

complicated, but is in fact very simple. Use the map to bash your way through to the coins, then pop out of the exit to access more hidden coins.

7. Charge through here to find a hidden coin room.
8. When you've collected all the coins you can, swim through here to access the next section. Yes, it seems weird, but just do it.
9. Get yourself set alight by the nearby Fire Fox, then jump up here and bum

through the blocks for extra coins.

10. Roll down the slope and jump here to leap up to the top level.
11. Stop rolling here - if you accidentally roll off the right-hand side, there's no getting back (unless you bashed out the block at the bottom).

12. Lob a couple of enemies here to break the block, but take care - it's too tough to jump over them to such a confined space.
13. This is the exit - go through the door to finish the Story.
14. This leads to the Treasure Room. Go on, get yourself in there!



STORY 3 - GET IN THE TEACUP

1. Use the various nooks and crannies to avoid the wrath of the Swordfish. Oh, and be sure to swim quickly through the tiny gaps.
2. Jump on the backs of the Seagulls in order to reach all of these extra coins at the top.
3. You can't get these by swimming here - drop down from the platform above before going through the door.
4. Treat carefully and patiently down this corridor. You can duck

under the ceiling-mounted Monsters, but it's probably best to bash them and retreat a little.

5. Again, use the Seagulls to reach these extra coins. With any luck, you'll be able to get them all in one pass -

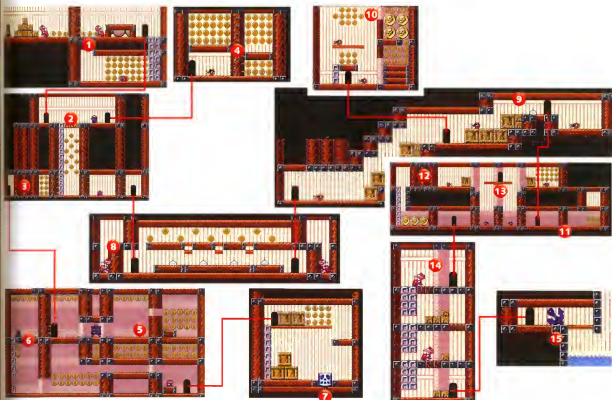
just keep moving!

6. Looks like there should be a secret room down here. But there isn't.
7. Swim quickly past the Sea Serpents - they'll drag you down to the fast-moving current and return you to the start of the level.
8. You'll almost certainly get caught by this one - bash your A and B buttons to free yourself (as with the Bats).
9. Allow this one on the end to drag you down to the depths, then hold

RIGHT when you reach the bottom.

10. This is the entrance to the Treasure Room.
11. Swim through here to the next section.
12. This door is the exit - go through it to complete the Story!

BOBO THE PARROT HITS TO KILL: 6



STORY 4 - DROP THE ANCHOR!

1. Smash through the wall, then let the Cook turn you into Fat Wario and break through the floor to get to the coins below. Use your normal jump-smash to break through here - if you miss any coins, you can always retrace your steps.
2. Pick up the Punch enemy and throw him through its wall to clear a path.
3. Lightly tap B to throw him, then pick him up and repeat as necessary.
4. Smash through the lower part of the wall, then throw the Spear Man up to smash the top bit.
5. Push the Stove over to this point in order to duck-jump through the gap and get the coins.
6. Drop-smash through these blocks, then push

the stove down here and all the way to the right to reach the exit door.

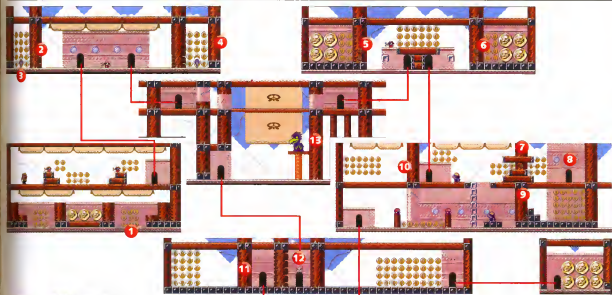
7. Here's the plug at the bottom of the ship - simply charge into it to sink the ship and proceed to Alternative Chapter 3!
8. Stand here and allow the Cook to turn you into Fat Wario, then make your way to the right bashing the Blobs out of the way.

9. Get rid of this Blob by chucking the nearby Spear Man at him.
10. To get up here, you'll need to jump up to the top platform and then bounce across using the Spear Man as a trampoline (hold UP and A).
11. Charge through here to get the coins.
12. As before, pick up the Spear Man and throw him

against the wall to bash your way through.

13. This door leads to the Treasure Room!
14. Allow the Cook to turn you into Fat Wario and then bash your way down to the door at the bottom.
15. Simply charge at the anchor to send it tumbling into the water. Well Done! Story complete!

1. When you enter the room, make sure you keep to the left-hand side. This will give you the upper hand and allow you to score a hit straight away.
2. Normal Jumps will make it over Bobo, but it's better to use your charge (or hold UP as you jump) for a little extra lift. Simply land on his head to hit him.
3. He swoops down from top-right to top-left initially. Bop him on his head and he'll retreat and emerge at the top-right again. When he's flapping his wings, hold DOWN to avoid being blown upwards.
4. After bopping him on the head a second time, his movement pattern changes slightly, moving straight down and straight across rather than graceful swoops. Adjust your timing accordingly.
5. After four hits, he'll turn red and start to move faster. His movement pattern also changes again, swooping down and hovering before swooping back up. Try and get him as he hovers, as he's slower and moving slower.
6. When he's red, his wings become even more powerful - ensure you hold DOWN immediately and keep it held until the flapping stops.
7. If you position yourself underneath Bobo, he'll flap his wings until you move. One trick is to edge towards the centre of the screen until he stops flapping, then run quickly back to the edge when he swoops.
8. After six hits he'll be defeated, and you can head to the next Chapter!
9. If you lose your cool or make a mistake (like charging at him), you won't be paralysed. The only way he can defeat Wario is by flapping his wings.



STORY 5 - DEFEAT BOBO!

1. Pick up one of the Spear Men and bring it down here - then use it to jump up and across to get the big coins.
2. Smash through this wall to get to the coins. Be careful to stop in time to avoid hitting the Anchor.
3. The Anchors are tricky at the best of times. When they shoot up, walk under them. When they move down, jump over them. Land on them and it's a pain in the butt!
4. Again, smash through the wall to get the coins.

5. Throw a Spear Man through the wall to get to the coins. It'll probably take a couple of throws at least.
6. Again, throw an enemy through here to get the coins. Be careful when entering the room, as the

enemy might be pottering around inside.

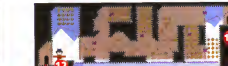
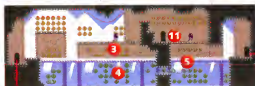
7. A tiny gap to smash through, but only a tiny problem. Holding a Punch enemy, stand opposite the gap and hold the B button for a couple of seconds to lob

it clean through.

8. This door leads to the Treasure Room.
9. Tricky this one - you'll need to throw an enemy or two through the upper part of this wall to get to the hidden coins.
10. No enemies required

11. Here, just charge through to get to the booty.
12. Again, blitz your way through here for more treasure than you can treasure a parrot at!
13. This door leads to Bobo's lair!
13. It's Bobo the Parrot!

CHAPTER 3 - MAZE WOODS



STORY 1 - GET TO THE MAZE WOODS

- Charge at the Owl (or jump into him) to wake him up, then jump into his claws. You need to steer him to the right - remember that he is invincible, but Wario is not!
- These Bluebirds will charge at Wario if he gets too close. Startle

them, then quickly move out of the way.

- The Fishing Fish are relatively harmless - charge them out of the way.
- Take care to avoid the silver-linted coins, as they carry Wario up to the top level (meaning you'll have to go right

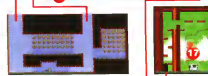
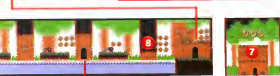
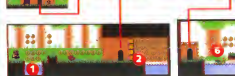
- back to the start).
- You'll need to hit this silver linted coin in order to reach the coins above and the Treasure Room.
- This is a secret tunnel. To open the entrance, throw the Spear Man at the wall to loosen the first couple of chunks, then charge through the rest.

- Wake up the Owl, as before, and use him to transport Wario to the right.
- These coins are very tricky to get to, but well worth the risk - make sure you hold the directional pad as you travel to gain a little extra momentum.

- Another secret tunnel. As before, loosen the entrance by chucking a Spear Man at the wall, then charge through the remainder.
- Another Blob - as before, throw a Spear Man at it.
- This door leads to the Treasure Room.
- Another Owl waiting to

carry Wario to the end of the Story. Most of the coins on this section are tricky to get to, and you only a short way to go - it's time well spent.

- The exit - go through to complete the Story.
- Throw the Spear Man at the Blob while jumping slightly to get rid of it.



STORY 2 - DEFEAT THE GIANT SPEAR MAN!

- Dive below the bottom of the screen. Hold RIGHT to collect a mountain of extra coins.
- Get set alight by the Fire Fox to get to the extra coins (or take the secret underwater tunnel).
- Wario falls through these shadows, so take care. The gaps make collecting Spear Men a tricky task.
- Lob a Spear Man through here. Tricky, but worth it.
- Knock the Slove to the left, then pick up the Spear Man, drop him on the platform above and use him as a trampoline to get the topmost coins.
- Hop on the Turtle to set him off, then keep up!
- Grab a Spear Man, using the other as a trampoline

- to reach the platform. Drop the Spear Man here, then use him to get to the topmost coins.
- Duck here, or you'll get knocked off the Turtle.
- Hop on the Turtle, taking care not to get set alight.
- Drop-smash these when the Turtle is underneath!
- This is tricky - you need to perform a duck-jump

- but also push yourself in through the gap.
- Ride the Turtle to the end of the level and allow him to drop you into the water, hold DOWN and repeatedly bash the B button - if you're lucky, you'll be taken into the hidden room (hold LEFT or RIGHT as you enter to dodge the current).

- Be sure to bash these blocks away quickly - the Turtle waits for no-one!
- Swim off the bottom of the screen, then head right along a secret underwater passage for masses of extra coins.
- To burn through the blocks easily, bring a Fire Fox up here then allow it to set Wario alight.

- Use the same technique again - grab a Fire Fox and drop it here to bash the blocks with ease.
- The Giant Spear Man dodges to defeat, simply keep drop-smashing him until he bites the dust. (Hop up on the platform to reach the top of the screen.) This leads to the Treasure Room. Tempted?



STORY 3 - THROUGH THE THORNY MAZE

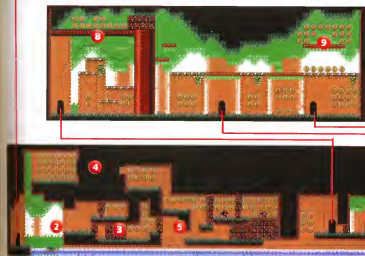
- To get to this platform, you'll need to drop in from the platform above - no shortcuts here!
- These coins look easy enough, but the Fuzzbots guarding them are a pain, make sure you leap over their electric charge.
- Use the Seagulls to get up here, then drop-smash your charge when jumping down to the floor.
- These spikes are very deadly, so be sure to use your charge when leaping across for extra distance.

- Roll down the slope to smash through here to access the lower part of the section.
- Perfect timing is required - roll down the hill, then jump twice in quick succession to get to the Treasure Room.

- Another tricky wall to bash through. Charge into it to clear the initial blockage, then use the nearby hill (and a well-timed jump) to roll through the remainder.
- This leads to the Treasure Room.

- Bump the Owl to wake him up, then use him to carry Wario through the thorny maze. It's not worth experimenting to see how close you can get to the thorns - be cautious and speedy.
- No problems here so

- long as you take the middle route!
- Use the Owl once again to reach the exit door to continue to the right even more coins.
- This door is the exit hop through to complete the Story.



STORY 4 - ESCAPE FROM THE MAZE WOODS

1. To reach the coins at the top, you'll need to get ting by a Bee and float up to the higher platforms.
2. Hop on the Turtle again here - same system applies as before, just head right and do your best to keep up with him.
3. Be pretty sharp when bashing through these blocks, especially if you're going for the coins

as well.

4. This secret tunnel doesn't need to be bashed, it's just dark. Crouch-jump into the tiny gap, then head left for the coins.
5. Another annoying little gap, demanding skillful use of the crouch-jump. Don't be surprised if you spend a while on this bit.
6. Jump off the Turtle here, rather than the other end of the platform, as you'll

be able to access both doors rather than just one.

7. Use the Spear Man to bash a hole through the blocks (hold UP as you throw), then push the Stone underneath to climb up.
8. As before, allow a Bee to sting you to float up to these previously inaccessible areas.
9. Though you'll have to

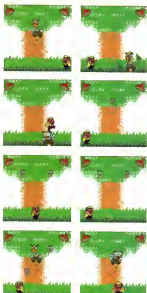
retrace your steps a little, it is worth floating up here for the extra coins.

10. Use the Stone to get up to the Spear Man, then chuck him through the wall to get to the other door.
11. This one looks intriguing, but is in fact dead simple. Just smash through the stack of blocks, then use a carefully lobbed Spear Man to break through to

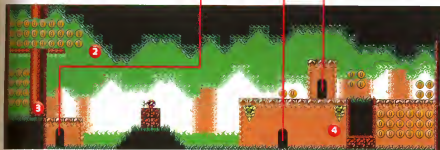
the lower part.

12. This door leads to the Treasure Room.
13. Standing on the smashable blocks, lob a Spear Man up here, then jump up, grab hold of him again, and use him to break through the enemy blocks on the top level.
14. Slip through this exit door to complete the Story.

THE GIANT BEE HITS TO KILL: 4



1. When you enter the room, make sure you keep to the right-hand side, as the Bee will always head to the left when he first starts moving.
2. Initially he'll hover left and right, before plunging down to the ground. Make sure you're not underneath him by moving in the opposite direction.
3. When he plunges, this is the time to strike and score a hit. You can use a normal jump, but it's better to stick with charge jumps (you'll see why).
4. After bopping him on the head, he'll retreat and a Baby Bee will appear from one of the hives. Keep on the move, dashing left and right, then charge-jump the Baby Bee just after it swoops.
5. The Giant Bee will return again, to simply use the same tactic as before to bop him on the head. However, this time he leaves behind two Baby Bees - tackle these in the same way as before.
6. The Giant Bee returns yet again, plunging a little more frequently but still relatively easy to hit. Once bashed, he'll leave behind two Baby Bees again.
7. This time he returns much more quickly than before - kill the Baby Bees as soon as possible, or you'll have to contend with three of the striped blighters.
8. Manage to hit him just once more and he'll buzz off, leaving you to tackle the next Chapter!



STORY 5 - DEFEAT THE GIANT BEE!

1. While getting through the gaps is easy, avoiding the bee on the other side isn't. As soon as you emerge, charge like mad!
2. Get stung by a Bee and float up here for oodles

of extra coins. Use this technique wherever you see coins in high places.

3. To get here, roll down the nearby slope then tap the A button as soon as Wario starts to tumble.

4. To bash through, use the slope to the far left to roll Wario through.
5. These blocks are easy to bash through - simply roll down the opposite slope, but clear out all

the enemy blocks before doing this.

6. When Wario is walking at his fastest, he'll walk over these gaps. To get down, take gentle, nudging steps until he

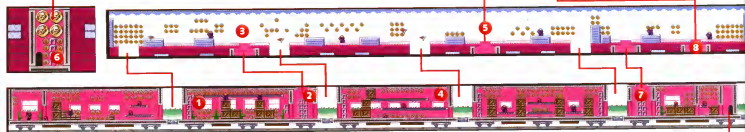
drops trough. The Treasure Room is your reward!

7. Use a Spear Man as a trampoline to get up here and grab the extra coins.
8. To get across to here,

you'll need to use your charge from the platforms at the left or right. With perfect timing, you can just make it.

9. The Giant Bee!

CHAPTER 4 - IN TOWN



STORY 1 - STOP THAT TRAIN!

1. Duck as you jump to this ledge. Don't worry about the Boomerang Ducks - you're higher than them, so they won't fire at you.
2. Climb up the ladder, then jump straight up to get to the train roof.
3. As you'd expect, it's rather windy up here,

which means that Wario is constantly pushed to the left. This can be awkward at times, but luckily holding **DOWN** will keep Wario rooted to the spot.

4. Scuttle along the top platform, then wait here and tackle Punch before

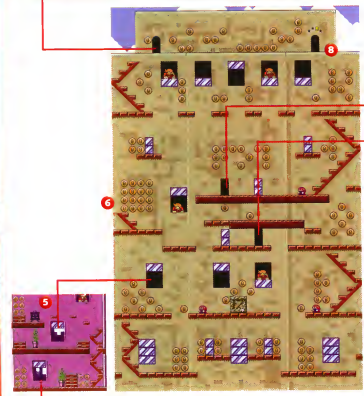
heading left again, as more often than not, he'll hit you head-on.

5. You cannot access this room from inside the train - get up on to the roof (as outlined earlier), then drop down here into a hidden bonus room.
6. This door leads to the

Treasure Room.

7. As before, climb up here to emerge on the train roof. There are only two points in the section where you can actually do this, so if you fall off the roof you'll need to retrace your steps to either.

8. As before, this particular opening can only be accessed from the roof, and this one is quite important, as it leads to the driver's cabin.
9. The brake lever! Simply charge into it from the left to complete the Story!



STORY 2 - UP ON THE ROOFTOP!

1. There are disappearing platforms on either side of this gap, so be cautious. There are lots of these dotted throughout the Story, so keep an eye out for them.
2. Alley Cats roam menacingly all over this level, so make sure

you're adept at getting rid of them. Rather than stunning them, the best approach is to charge and knock them out for good.

3. Windows like these are too high to reach, and don't lead anywhere anyway. Don't waste

your time on them!

4. Drop off the bottom of any exterior section and you'll drop down into the previous one. Be careful of this, as retracing your steps will deplete your stash of valuable coins.
5. You'll need to push the Stove off the ledge and

under the window to get through. Before you do, charge-jump off the top of the stove to grab all the coins hidden off the top of the screen.

6. In order to reach the door in the middle of the screen, hold UP and charge-jump off the top

of this step. This takes practice, but is essential to complete the level!

7. Use this tiny gap to jump up as the Spear Men pass underneath. Be sure to stand on the top crate and charge-jump to the right for some extra hidden coins.

8. The exit door - skip merrily through to complete the Story.
9. There's a hidden door in the 'D', so push the Stove underneath in order to get through. Use it for the coins, too.
10. This door leads to the Treasure Room.

STORY 3 - DOWN THE CELLAR

These lifts are the key to getting around the map - simply stand on them to carry Wario to greater heights. Wherever there's a gap under a lift, you can hop off - off-way and sneak down through the gap.

- Allow Cook to turn you into Fat Wario to get through these blocks. There are plenty of these scattered throughout the Story.
- A hidden door lurks behind these blocks - smash through them to

access the hidden bonus section.

- Another hidden door is concealed behind here. Use Cook to clear the enemy blocks, then bash your way through.
- This door leads to the Treasure Room.

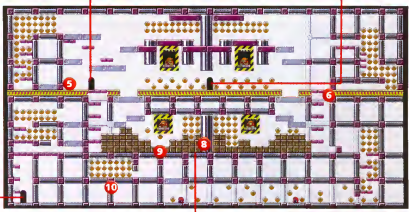
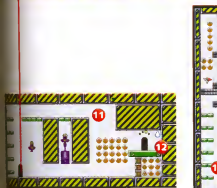
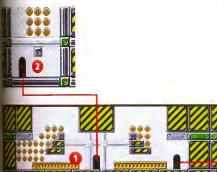
- Get set alight by the Fire Fox, then wait on this platform until Wario starts to flash. Jump up just before he turns into a flame, then burn through the blocks and grab the big coins.
- Lifts like this one don't

travel upwards - you need to stand on them as Fat Wario to get them to drop down.

- Allow Kong to bash you on the head to turn you into Bouncy Wario, then head up to the top and collect the extra coins.

- Here's the exit door. Enter inside to complete the Story!

- Get off of these blocks before descending. If you don't, there's no way of getting back up (you can still complete it, but can't go back for more coins).



STORY 4 - ESCAPE FROM THE FACTORY

You can't get through to grab the coins because of the conveyor belt. These turn the basis of many of the problems you'll encounter. Flick this switch to reverse the direction of the conveyor belts in the previous section. This conveyor belt stands between Wario and the

- exit - make sure the Master Switch is ON (down) to get through.
- The exit door! Pop inside to finish the Story!
- Bash out the purple bolt to slip through the gap, then do the same again to get to the coins (ensure the conveyor is moving to the LEFT).
- Ensuring the conveyor is

moving to the RIGHT, bash this bolt and slide through for the coins.

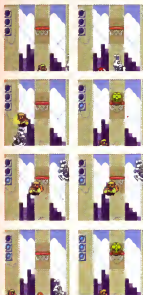
- This is the Master Switch, controlling the conveyor directions in many of the sections.
- There's a hidden door behind these blocks. Grab the coins, then smash the blocks to reveal it.

- This is very sneaky! Drop-smash the bolt to get down to the secret area below. You can head right for a plethora of coins (you'll have to retrace your steps to get back here), or left towards the secret exit.
- Drop-smash down through here, then barge your way to the left

- while smashing the pipework in your path.
- Get turned into Flat Wario, then drift off here (hold UP as you fall) to reach the exit door.
- The secret exit! Use the dip to turn Wario back to normal, then slide inside to go to the First Alternative Final Chapter!
- Make sure the Master

- Switch is ON (down) to sneak through here.
- This bit is tricky: Duck and hold RIGHT, then jump up into the gap.
- Flick this switch to reverse the cogs in the previous section. (Essential if you're going to get back out again!)
- This door leads to the Treasure Room.

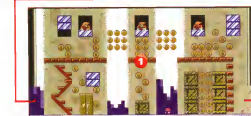
BASKETBALL BUNNY HITS TO KILL: 3



1. When you enter the room, be sure to keep in the centre of the screen, as there isn't enough time to retreat. As soon as the music changes, jump up to avoid his basketball and run to the right.
2. He'll bounce across the screen towards you, so avoid getting landed on, as you'll be turned into a ball. If this happens, do your best to outrun him (sometimes it's not possible, sometimes it is).
3. If you're unlucky, he'll pick Wario up and slam him into the basket. The first to score three points will win the bout. Wario gets thrown off the top of the screen if he's defeated.
4. As he hits the ground, perform a charge-jump to land on his head. Generally, you can score a pretty good hit if you jump from one side of the screen, just as if 'floppy' ears leaps into view.
5. This turns him into a ball. Pick him up, then stand near the basket and throw him upwards (or hold UP and chuck him in as you jump).
6. After the first basket, he'll start to get slightly faster, jumping more frequently than before. Luckily, if you collide in mid-air, he'll be bounced off the screen, which gives you more thinking time.
7. After the second basket, he'll become even more speedy and aggressive, and use his basketball more frequently – be sure to avoid this, as it will temporarily stun Wario.
8. Score your third and final basket and you've completed The Story and The Chapter! Hurrah!



CHAPTER 4 - IN TOWN



STORY 5 - ANYONE FOR B-BALL

1. Be careful, this platform drops away when Wario walks across it. These collapsing sections are scattered all over this level.
2. A very tricky place to reach. From the middle of the section, drop down on
3. Drop-smash through this

to the lowest Bluebird (holding UP and the A button) to bounce on to the lowest platform. Then, using the UP and A button technique, use the other two Bluebirds to get up to the top.



4. Drop-smash here to bounce the Spear Man up to Wario's level. Grab him and use him to get to the secret exit.
5. Lob the Spear Man through here!

6. Then pick him up and chuck him through here!
7. This is the secret exit – pop inside to get to the Second Alternative Final Chapter.
8. Drop-smash through here to get to the coins and treats underneath.

9. This door leads to the Treasure Room.
10. If you get defeated by the Basketball Bunny, you'll be chucked back up here. Just retrace your steps to tackle him again.
11. It's showdown time with Basketball Bunny!

CHAPTER 5 - SYRUP CASTLE



STORY 1 - GET TO THE CASTLE!

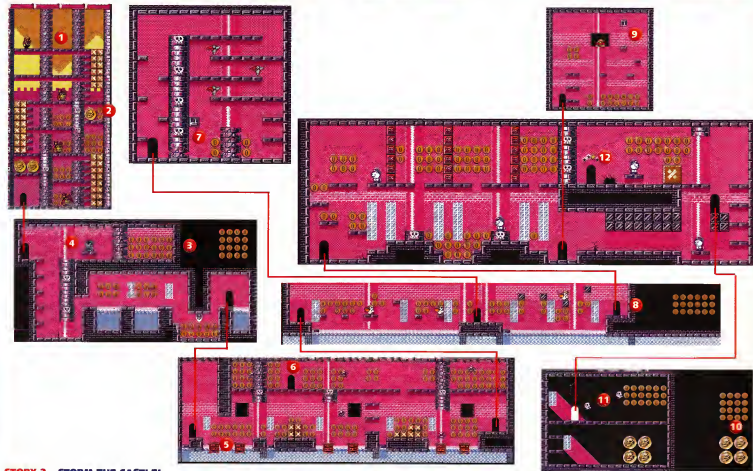
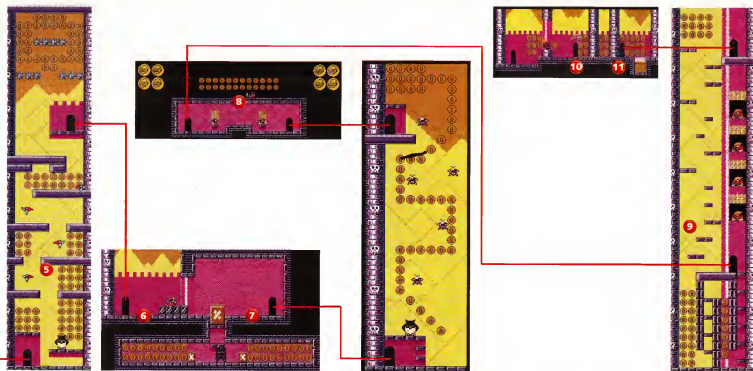
1. Hop on the Turtle's back in the usual fashion and use him to ride to the right of the section, jumping over any obstacles.
2. Stand on the Seagull and allow Wario to fall when it disappears – repeat the process to get to the bottom Seagull then leap up for the coins.
3. The Fire Fox here shouldn't be killed – pick him up (quite tricky) then use him to smash through the blocks at the far right (yes, you'll need to carry him on the Turtle's back!).
4. Once you've got past the

- Scary Monsters, edge slowly left over this gap to drop down to the level below (when Wario is running he'll skip straight over it).
5. The Bluebirds are fairly straightforward to get past – drift close to alert them, then quickly move away as they strike.

6. Drop-smash down through here to get the coins. Barge the Stove out of the way to get back to the top.
7. Again, drop-smash through this section of floor to get even more hidden coins, then nudge the Stove out of the way to get back again.

8. Jump up here to smash through the ceiling, then grab a Spear Man and use it to jump up. At either end, be sure to smash through to get the big coins.
9. The start of a tortuous and tricky stairway to the top, riddled with disappearing platforms

- and guarded by Alley Cats. If you're quick enough, it can be done in one go, first time.
10. Here's the exit door – enter it to head off to the next Story.
11. To get to the Treasure Room, smash through the first column and bum through the second.



STORY 2 - STORM THE CASTLE

1. You'll need to smash through all of the pillars and drop-smash through the blocks in order to work your way down to the bottom. Just think of the extra coins!
2. There are a couple of tricky-to-reach coins like this. You can allow Kong to turn you into Bowser

Wario, but using a well-timed charge-jump can also get them.

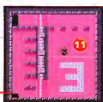
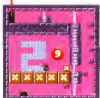
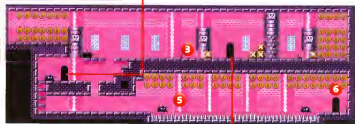
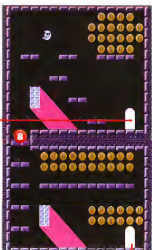
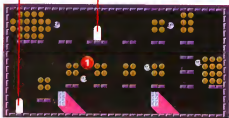
3. Avoid the Sorcerer and smash through the wall to get to the hidden coins.
4. Allow the Sorcerer to turn you into Tiny Wario, then leap, duck, and chucker your way through to the
5. As before, use the Drawers to jump across the gaps. It starts easy enough, but gets tougher the further you get inside.
6. This door leads to the Treasure Room. Hop inside, goodies are a-

7. waitin' for the takin'. This switch lowers the blocks in the previous section, allowing you to progress. Be sure to smash the block by the entrance before going for the switch - it's easier to get out if you do.
8. Smash through here for even more hidden coins.

9. This switch lowers the blocks in the previous section. However, there's really no point doing it (unless you're really bad at defeating the Snowmen).
10. To get to these coins, charge through the right-hand walls on the top and bottom levels.

11. To get to the bottom level, jump at the Ghosts so that you collide in mid-air - Wario will turn into Zombie Wario, then sink through the floor when he lands.
12. Here it is - the exit door. So slip yourself inside and the Story is complete.

CHAPTER 5 - SYRUP CASTLE



STORY 3 - DEFEAT FOUR DUCKS!

1. The Ghosts here are extremely difficult to get past - keep a cool head, keep trying, and if all else fails, jump over the suckers.
2. The first Duck which you need to defeat. Despite being the crux of the Story, these Ducks aren't that different from the norm - just drop-smash or charge to kill him.
3. You'll need to lure a mouse up here in order to get past, then clear the blockage and coax him to the right to get all the coins. Grab the ones at the top-left in a similar manner.
4. The second Duck (actually the fourth, but it's the second one you'll tackle). Grab the glass block from the top of the

- section and lob it carefully upwards to knock the Duck off... then kill him.
5. Getting across the spikes is very tricky and you could lose plenty of coins. If you bounce on a mouse, he'll move forward slightly. Ensuring he's facing right, use him to take small bounces across the spikes.

6. This door leads to the Treasure Room. Tricky to get to, but worth it.
7. This switch toggles the blocks in the first section - once you've tackled Ducks one and four, flip the switch to access two and three.
8. To get through this section of floor, get hit by the Ghost above (turning Wario into

- Zombie Wario), then drop off to sink through the platform.
9. The third Duck, and this one is as easy to defeat as the others. Charge, drop-smash, or poke him to death with a stick!
10. Tricky to bash a path through these blocks - unless you know how. Grab the glass block and lob it horizontally to

- clear out half the bottom row. Take another block and walk up to the halfway point, then hold UP and tap the B button to throw it up. A neat path should, in theory, be opened up.
11. The fourth and final Duck - drop on him from above, holding DOWN to destroy him as you fall. Story complete!



STORY 4 - FIND THE HIDDEN DOOR!

1. Bash through the floor to uncover this secret tunnel leading to the door out of the section.
2. This section involves plenty of smashing and bashing. Use the map to

- find your way to secret doors and a myriad of hidden bonuses.
3. Weave your way carefully along the platforms, and be wary of getting too close to the Fuzzbots.

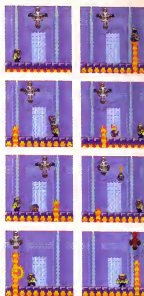
4. Allow Kong to turn you into Bouncy Wario, then bounce up to the top and get the coins. Be careful not to bash away too many blocks!
5. Tricky to reach these coins, as you need to

- bounce up using one of the Flying Fish (the one on the far-right is your best bet).
6. Take care here, as large chunks of this platform can be bashed away, leaving very little to walk

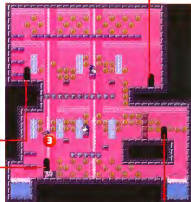
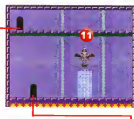
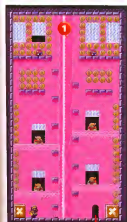
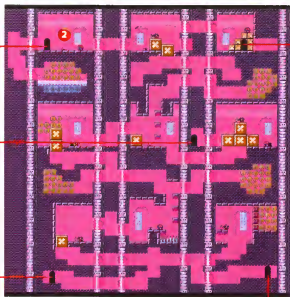
- on. Be sure to grab the coins at the top before anything else.
7. Bash through here and follow the spiral path if you want to collect the bonus coins at the top and get to the Treas-

- Room. 'Course you do.
8. Take this particular route if you just want to head straight for the exit.
9. This door leads to the Treasure Room.
10. The exit - enter here to complete the Story!

CAPTAIN SYRUP HITS TO KILL: 4



1. When you enter the room, retreat back to the left-hand side of the screen, as the flames which rise from the pit start at the right.
2. Keep an eye on the flames and jump over them carefully – get caught out, and the flame will push Wario off the screen.
3. Captain Syrup will hover left and right, then drop a Spear Man. Bounce on it, pick it up, then when she flies overhead, jump up and throw it up to score a hit.
4. If a Spear Man gets hit by a flame, he'll get set alight and rush off the side of the screen – be sure to avoid these, as the stun delay could cost you the fight.
5. After the first hit, she'll drop another Spear Man. Repeat the process: pick it up, head to the edge of the screen (away from the flames), then lob it at her.
6. Now she throws down exploding enemies which send out two smaller flames when they impact. You also have a limited time to use them before they explode.
7. Now the tricky part. You need to catch an exploding enemy and throw it at a flame when the Princess is overhead – the flame will shoot upwards into her.
8. Now she's scorched and out for revenge! However, things don't get any trickier – simply grab another exploding enemy to clock up the fourth and final hit to finish the Story, the Chapter, and the Game! Or have you...?



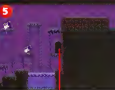
STORY 5 – THE FINAL BATTLE!

1. You don't have to climb all the way up here if you don't want to, but it's worth it for the oodles of extra coins.
2. Pick off the Snowmen one at a time, charging into them when their buds are turned. Be careful not to stand in front of them or you'll catch a snowball in the face.
3. The Penguins here make life very awkward. Try to kill them rather than knock them off, as you really need to get rid of them for good to stop them reappearing.
4. These are lethal in pairs, and it's extremely tricky to squeeze past unscathed. Look like you'll be needing those coins you left behind in the first section!

5. Smash through here to find a secret hidden bit.
6. This door leads to the Treasure Room. Go on.
7. Smash through here for a plethora of sizeable coinage.
8. Allow this Sorcerer to turn you into Tiny Wario
9. Not very tricky to get to – retrace your steps and get turned into Tiny Wario again, as he can
10. Be careful not to smash all of the enemy blocks below – you'll need some to help you smash through here for extra coins.
11. Captain Syrup!

ALTERNATIVE

CHAPTER 2A - INVADE WARIO CASTLE



STORY 1 - TO THE CASTLE!

- Drop a Spear Man on the platform below and use him to bounce up.
- Simply charge to smash through and collect six lovely Big Coins.
- Pick the Bees off one by one. Try to keep on the same level as they are - as soon as you drop

below, they'll move in for the kill.

- Smash through to access the hidden room, then roll down the slope to bash your way back out.
- Grab this Penguin and, standing where he was, jump slightly and throw him to the right - he'll

come to rest against the smashable blocks.

- Roll down the hill to smash through these blocks.
- Wipe out the bottom row of blocks, then the top one. Jump at the end of the top platform to reach the coins.

- Tricky bit! To open the entrance, charge into it. Then go to the far left of the section and start rolling. Leap across the gap then jump when the slope comes into view.
- Use the Mouse to jump over the obstruction, then smash this block to

let him through. Use him again to bounce up to the top level.

- This door leads to the Treasure Room.
- Scary Monsters - bash one, retreat, then head back and bash the next.
- Jump up here when the Penguin is at the far right

of the platform and you'll be out of his range.

- Drop into the water, then hold RIGHT and UP while tapping the A button to leap across.
- The exit - roll down the slope and jump across to bash through, then hop inside to finish the Story.



STORY 2 - STORM THE CASTLE!

- Once you've been through the topmost exit, flick this switch to open the middle and lower drawbridges.
- Smash through to reach the well-hidden coins.
- Again, smash through here using your charge for bonus coins.
- To reach these coins, pick up a Boomerang Duck and drop him on the first platform. Use the other duck to jump up to the platform, then jump on the one you lobbed to get to the top.
- You won't be able to see or reach this platform,

but you can still collect the coins by holding UP and A as you bounce on the Spear Man.

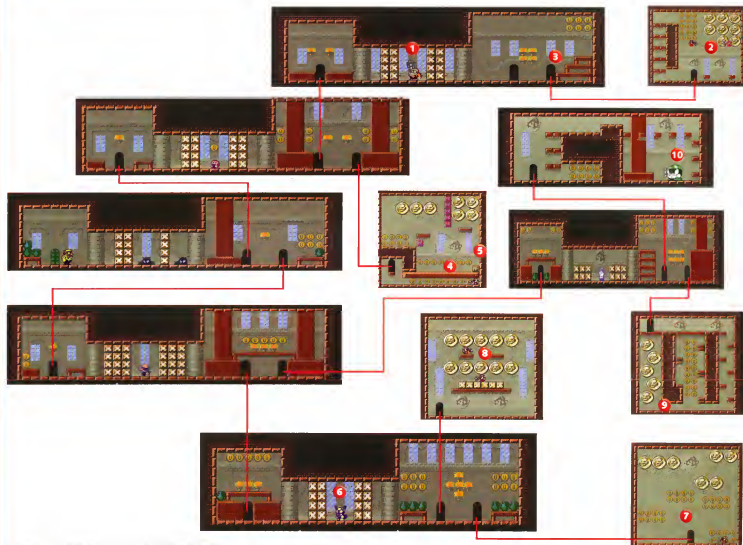
- Roll down the steps on the left to smash your way through here.
- Get set alight by the Fire Fox and burn through the blocks.

- Stand here, facing left, and get set alight by the Fire Fox. Run left to where you burned the other blocks, bounce back and run all the way to the right-hand wall and back again. You'll be able to burn through the blocks to the exit.

- Lots of disappearing platforms - keep on the move and keep jumping to avoid falling down.
- Get squashed and simply walk off right here (hold UP as you drift) to land next to the exit.
- As Flat Wario, simply walk left off here to reach

the top-left coin room.

- This is the exit door, dive in to complete the Story.
- The Treasure Room.
- To get here, drop from the level above as Flat Wario, holding RIGHT and UP as you fall. Use a similar technique to get to the next level down.



STORY 3 - DEFEAT THE GIANT SPEAR MAN!

1. This Grunt beast is one of the nastiest to deal with, due to the lethal nature of his weapon. Wait for him to lob, retreat, then charge in for the kill. Be very cautious on the way back, too.
2. Getting these coins is tricky. Drop down from the top-left, holding UP and the A button while dropping on to the Spear

Man below, then bounce across on to the right-hand Spear Man.
 3. This door leads to the Treasure Room. Hop in!
 4. Follow the Spear Man when he goes right – when you get to the middle, jump up to smash a hole through, then lob Spear Man onto the left-hand side of the bottom platform.

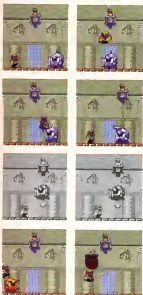
5. This regenerating block is very useful. Chuck this at the enemy block to get rid of it, then pick it up and use the Spear Man to jump up to the top. Chuck the block through the barrier and grab the coins.
6. Another tricky one to deal with, the Fuzzbot is harmless as long as he's facing the other way (or

you're high enough to avoid his sparks). Bash through the top four crates and use this as a platform to drop on his head.
 7. This room is actually full of invisible, smashable blocks. Carefully use your charge to jump up and carve a path through to the coins.
 8. Want to get to the top?

Jump up under the Spear Man to knock him down, then use him to get up to the first platform. Repeat the technique on the other Spear Man to reach the top platforms.
 9. Collecting these big coins requires some nifty charging. Barge into the bottom left corner to remove some blocks. Then face right and

charge-jump to bash away the next 'step'. Face left and charge-jump again, continuing to make your way to the top using this method.
 10. The Giant Spear Man! Defeat him in exactly the same way as before, drop-smashing onto him and retreating on to the platforms if he catches you unawares.

SYRUP ROBOT HITS TO KILL: 4



1. When you enter the room, retreat to the left-hand side.
2. Jump over him as he charges at you with his shield. Normal jumps are no good, so use your charge – if you don't quite clear him, there's a tendency to fall right into his clutches.
3. If he catches you, Wario will be thrown upwards to the top of the room, where you'll have to retrace your steps, re-enter and retreat to the left-hand side (as above).
4. You'll have to jump around him six times before he runs out of juice and stops dead. Then Captain Syrup will give him a quick recharge!
5. Now's your chance! Charge into the front of him while he's being refueled, retreat immediately before repeating the process.
6. Whack him a second time and he'll really see red! Be careful as he starts his attack this time by thumping the ground, which means you'll be incapacitated for a second or two.
7. If he stops in an awkward place, it's harder to jump him. If you don't have room for a run-up, stay at the edge and jump straight up as he reaches you, bouncing on his head as he turns.
8. Run the robot a third time and you'll knock him onto his head. Pick him up, but watch out for Syrup's electrical discharges that run along the floor. Make sure you jump them.
9. Throw the robot into Syrup's spaceship to close the Story, the Chapter, and the game! Hurrah!



ALTERNATIVE CHAPTER 2A – INVADE WARIO CASTLE



STORY 4 – GO THROUGH THE GRAND HALL

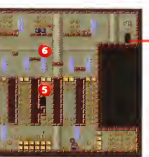
1. These spikes are lethal to the touch, if you hadn't already discovered. Jump up to the first level and make your way to the right – you can access the rest of the section easily from there.
2. Use the slope to smash through here, then use the slope on the other side (and a well-timed jump) to

- smash the pots at the far left/right.
3. There's no way through here from the left – you'll need to go through the lower-left door to emerge at the lower-right door.
4. Don't smash these blocks as they act as a handy stopping point should Wario get hit by a Snowman.

5. Smash through here to access the door out of the section (and a pile of coins on the upper level, too).
6. Only smash through the bottom two blocks, as they're handy for keeping the Flaming Wario above the burnable blocks (this also applies to the blocks on the right-hand side).

7. To burn through the blocks near the exit, get ignited by this Fire Fox, then jump up and across. Once above the blocks, keep jumping (the smashable blocks will keep him in the same area) until Wario burns his way through.
8. Likewise, to burn through the blocks at the top-left,

- allow this Fire Fox to ignite Wario, then leap up to the top and use the smashable blocks to keep him in the right spot.
9. This door leads to the Treasure Room. There's some top swag inside, ya know.
10. This is the exit door – don't inside to complete the Story.



STORY 5 – KICK EM OUT

1. This room (and the one opposite) are difficult to get into. Drop off from the ledge above, then hold DOWN and LEFT to squeeze into the gap.
2. Pick up a Penguin from the right, then drop

- down and throw it at the enemy blocks as you fall!
3. This Sorcerer turns you into Tiny Wario, who's now able to access the top level and grab the extra coins.
4. Grab hold of a Pelican

- and carry it up here, then use it to smash through the enemy blocks. Be very careful when going for the coins – Pelicans are lethal in pairs.
5. This door leads to the Treasure Room.

6. More disappearing platforms; as before, keep moving and jumping.
7. Before jumping up, head to the right and dispose of as many of the Spear Men as you can. The

- topmost one is awkward to get past, so don't be surprised if you lose a few coins.
8. Smash through these blocks to reach the lower level, but be sure to clear them all out before

- descending, as it makes it much easier to get back up.
9. If you're defeated by the boss you'll be thrown here. Just retreat your steps to fight again.
10. The Syrup Robot!

ALTERNATIVE

CHAPTER 2B - GO TO THE CELLAR!!



STORY 1 - DEFEAT THE GIANT SPEAR MAN!

1. This bottom area is dark when Wario first enters. You need to find the light switch in order to illuminate the area.
2. The light switch! Flick this to turn on the lights.
3. This room also begins in a darkened state. Ensure that you've turned on the

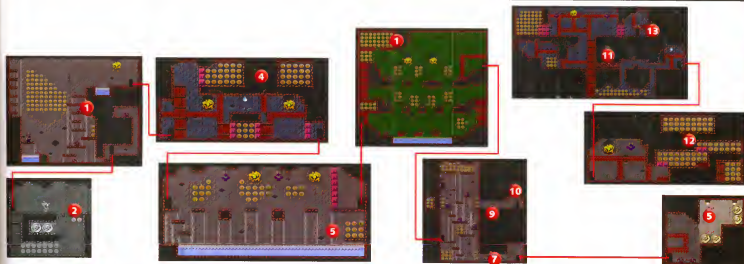
- lights before venturing in (although it's possible to find the coins without light).
4. Another section which can only be lit up by flicking the switch in Kong's lair.
5. This room also starts off dark. As before, make

- sure the switch in Kong's lair is ON.
6. Another darkened area which can only be illuminated by the switch in Kong's lair.
7. More darkness. Ironically, you need to flick the switch in Kong's lair to find the door into here,

- but this in turn deactivates the lights!
8. This door leads to the Treasure Room. Reckon you could find it in the dark?
9. The light switch for the immediate area, guarded by Kong. Make sure you use him (to turn Wario

- into Bouncy Wario) to get to the coins above.
10. Another dark 'n' mysterious area - to find your way, you'll need to flick the switch in the Ghost room, although you can scrape through if you use the map.
11. The Ghost room switch.

- Tricky to get to, but it saves on hassle and you get to pick up a bundle of coins too.
12. The Giant Spear Man! Employ the same tactics as all the others - simply keep drop-smashing on him until he gives up the fight. Story completed!



STORY 2 - AVOID THE ROCKS!

1. Smash through this wall to reveal a hidden tunnel - be sure to kill the Spear Man before you do this, otherwise he'll follow you!
2. Allow Cook to turn you into Fat Wario to smash through these blocks and grab the coins.

3. These big rocks will squash Wario flat if he walks underneath while one's falling. The smaller rocks which fall can be caught and used to destroy enemy blocks (and enemies).
4. Charge at this wall to smash through to a

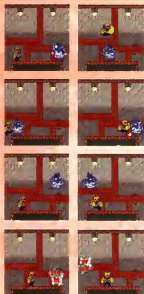
- bucketload of coins.
5. These coins are pretty easy to get to - drop in the water, then hold UP and RIGHT and jump continuously.
6. Grab a Spear Man and use him as a trampoline to get up here and snatch the coinage.

7. Smash through here to gain access to a hidden door.
8. Careful use of Spear Men is required to bounce up here and pocket those big coins.
9. As before, smash through this wall to reach another hidden door.

10. This door leads to the Treasure Room.
11. Roll down the slope (where you came in) to smash through. You'll need to be Fat Wario to get right along the tunnel, so head to the top of the section and get squashed by a big

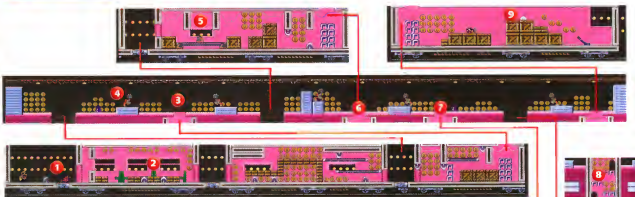
- boulder.
12. Tricky bit: make sure you only destroy the right-hand enemy block, then use the left one to duck-jump into this tiny gap. Wriggle along the tunnel to get to the coin room.
13. The exit door - hop in to complete the story!

THE CAVE MASTER ITS TO KILL: 3



1. When you enter the room, retreat to the left hand side. This gives you more time to anticipate the Cave Master's moves.
2. He'll blink, then charge at Wario. Make sure you use the charge-jump (or hold UP as you jump) to leap clean overhead.
3. If you're unlucky, he'll push Wario to the edge of the screen and off the platform. You can try jumping free, but he's usually the victor in such battles.
4. As he reaches the edge of the platform, he skids to a halt (notice the dust clouds at his feet).
5. While he's skidding, this is his Achilles Heel - quickly charge at him to push him off the platform and score your first hit.
6. He'll pop up again (often behind Wario), and repeat his attack pattern. He skids for less time, and also jumps before he turns around for another pass.
7. Now time is of the essence - leap over him and rush in as quickly as possible to strike. Be careful! Charge while he's jumping and you'll fly off the edge!
8. He returns a final time, redder, madder, and faster than before. He'll skid for even less time, so you'll need to be much faster than before.
9. After the third hit, he'll retreat for good and you'll have finished the Story and the Chapter!

ALTERNATIVE CHAPTER 2B - GO TO THE CELLAR!!



STORY 3 - STOP THAT TRAIN!

1. This Mouse pops out at an awkward moment - coax it to the left and kill it, rather than risk getting pushed into the Anchor.
2. Treat carefully and slowly pass the Anchors. It's very easy to lose a lot of coins just for the sake of a few seconds.
3. When you arrive on the
4. These Grunts are a real problem. Sneak up to them (cluck if you have to) then jump up and charge at them while their backs are turned.
5. Only one way to get past

these Scary Monsters - bash the middle one, then jump up as the other two move in to 'greet' you.

6. Be extremely cautious when Wario arrives here, as there's an angry Grunt on either side waiting to dish out a nasty surprise.
7. No point dropping down, there's only so far you can

go in the carriage below. Instead, drop down the next gap to the right.

8. This door leads to the Treasure Room.

9. Grab the Spear Man and throw him at Blob to clear a path through.
10. Charge the Brake Lever and it's end of Story!



STORY 4 - FIND THE EXIT

1. To travel down on this lift, allow Cook to turn you into Fat Wario. Your immense bulk will force it down to the underground room.
2. This is the exit door, right in front of your nose! Dive inside to

complete the Story.

3. When you arrive here later on, you'll need to use a combination of Wario and Fat Wario to get through here. Bear in mind that you can avoid Cook's food by ducking.
4. Use the tiny slope to roll

through here and grab the extra coins.

5. This switch will turn on the lights in the previous two sections, making it much easier to find your way around. You'll need to be Fat Wario to reach it though.

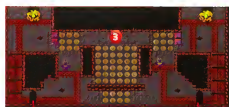
6. Transform into Fat Wario in order to push this lift down out of the way, but be sure to smash the blocks and get the coins at the bottom-right before doing so.
7. As before, use the rather portly version of Wario

to make this lift descend into the murky depths. Go, fat boy!

8. This door leads to the Treasure Room.
9. Smash through here to reach hidden coins and a secret door.
10. This switch will turn on

the lights in the previous section. Not essential, but it does make life much easier.

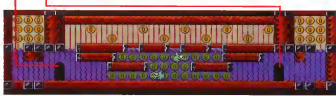
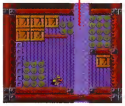
11. Before heading through the door back to the first section, be sure to flip this switch to light everything up.



STORY 5 - DEFEAT THE CAVE MASTER!

1. Tread carefully along this top passage - you'll need to jump on the Headless Zombie to get rid of him, then quickly bash away the Scary Monsters before he re-appears.
2. This section is another of those which require Wario to bash his way through (luckily, we've done it all for you, so just follow the map and you won't get lost).
3. Use a small rock to destroy the blocks, then get turned into Flat Wario and drift down here for odds of coins.
4. Be careful when smashing through here, as it's very easy to get caught in the Anchors and lose a lot of coins. If unsure, take your time.
5. Using Fat Wario, drop down between the gaps in the platforms to clear a number of holes, then return as Wario and drop through the gaps to get the coins.
6. Again, Fat Wario is required here to bash through the blocks.
7. This door leads to the Treasure Room.
8. Don't go through here - there's no point, as it only leads to the bottom of the Cave Master's pit.
9. The Cave Master!

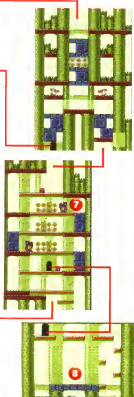
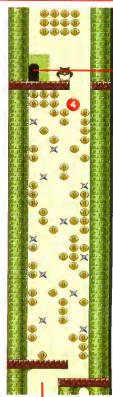
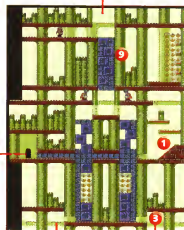
ALTERNATIVE CHAPTER 3A - RUINS AT THE BOTTOM OF THE SEA



STORY 1 - ESCAPE FROM THE TEA CUP!

1. The Swordfish can be a pain within the narrow confines of the ship - remember that Wario can push them out of the way from behind if he swims fast enough.
2. Allow Cook to turn you into Fat Wario so you can smash your way down through here.
3. Use a combination of mindless block-bashing, and a little skilful Spear Man lobbing to get the coins at the top.
4. Push the green thing (don't ask us what it is!) over here, then use it as a stepping stone to get to the coins.
5. Use the Spear Man to bash a passage through here. Once you've finished at the top, there's a smashable block guarding a shortcut back down.
6. This door will lead you to directly to the Treasure Room.
7. These Bubbles will carry Wario back to the top. Hug the platform above, then wait for it to pass before swimming quickly down. Above all else, be very patient.
8. There's the exit door - hop straight through right here and you'll have completed this Story!

ALTERNATIVE
CHAPTER 3A -
RUINS AT THE
BOTTOM OF
THE SEA



STORY 2 - DEFEAT THE GIANT SPEAR MAN!

1. Roll down this slope to bash a path through to a hidden bonus room.
2. Use the Spear Man as a trampoline to bounce up and collect the coins.
3. In situations like this, there's only one thing to

do - drop off to get to the next section.

4. Drift down using the Owl, avoiding spikes and collecting coins. Don't risk Wario's safety for the sake of the odd coin - if in doubt, leave it out!

5. The Bubbles here will carry Wario to the top if you're not careful - use his rapid swimming action to drift and weave around the landscape.
6. This door leads to the Treasure Room. But is it

worth getting a Swordfish in the bum for? Answers on a postcard...

7. Be careful of Kong, as a Bouncy Wario will more than likely spring his way right back to the top of

the section.

8. The Giant Spear Man! Clear away all the surrounding blocks then, in the usual manner, simply drop-smash on his head until he bites the dust. Story complete!

9. Bash your way through here to pick up a handsome bunch of extra coinage.
10. Use your charge-jump to leap through this and pick up a multitude of coloured currency.



STORY 3 - INSIDE THE RUINS

1. Drop-smash through here to get to the coins below.
2. You don't have to roll from the right either - careful use of a Spear Man will allow Wario to bounce up here.
3. This door leads to the Treasure Room.
4. It's possible to get stuck in here if you drop in from the top. Make sure you save before tackling the top section.

5. The exit door - hop in to complete the Story!
6. Use Cook to transform into Fat Wario, then barge the Blobs to get to the extra coins.
7. The Flying Fish here are a

nuisance, and will pop Wario into the water and back to the start. Make sure you charge-jump towards them.

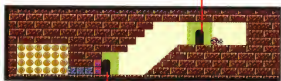
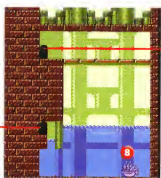
8. Disappearing platforms abound on this bit and

the Flying Fish make is frustratingly difficult. Keep moving!

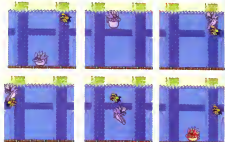
9. Get squashed to become Flat Wario, then walk off here to drift down to the door at the bottom-right

(repeat this process to grab all of the coins).

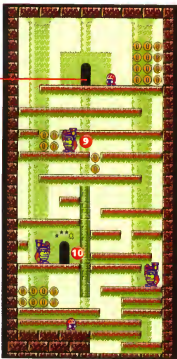
10. Tricky to see on screen, you need to bounce up into this niche using a Spear Man, then you can grab the coins.



THE BLUBBER FISH HITS TO KILL: 4



1. At the start, swim over to the top-right corner and hover beneath the water - this gives you the advantage when he starts his attacks.
2. If the fish catches Wario, it'll eat him and then spit him out to the top of the section. Retrace your steps to get back into the briny.
3. As he swims up towards you, quickly swim down (use the B button), then as soon as he gets overhead press the A button to move up and biff his belly.
4. Swim to the opposite corner and repeat the process to score the second hit. Remember that he always strikes just after he turns around.
5. He'll turn (and attack) more frequently now, but the pace and tactics remain the same. Slap him in the stomach to send him sinking to the bottom.
6. This time he'll turn red, attacking for longer and moving less predictably. Swim quickly to the bottom and strike as soon as you can.
7. After the fourth and final hit, he'll sink to the bottom and you can head off to Chapter Four!



STORY 4 - ESCAPE FROM THE RUINS

1. This switch controls the gate blocks in the first section - flick it to allow Wario access to the rest of the Story.
2. This switch controls the gate blocks which allow

Wario access to the Treasure Room. It also raises the blocks in the first section, allowing you to grab the coins hidden at the bottom.

3. This switch controls the

gate in the middle of the adjacent section - flick it for access to the door at the top-right.

4. Smash through here to gain yourself access to another switch.

5. Smash through this wall for oodles of coins.
6. More coins! Smash through here, drop down, then bash your way to the right when you reach the bottom.

7. This switch can be used to raise or lower the barrier next to the entrance to the Boss section.
8. The Blubber Fish!
9. Be very careful around

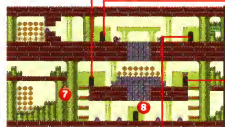
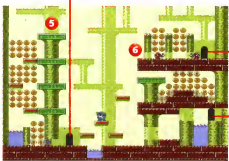
the Kong enemies - one wrong move and he'll send you bouncing back to the top of the section.

10. The exit door - go through here to complete the Story!

THE BUBBLE MEN HITS TO KILL: 3



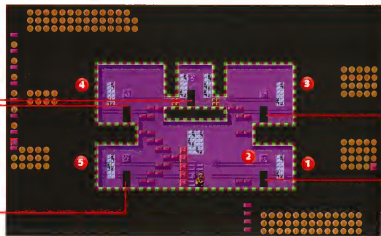
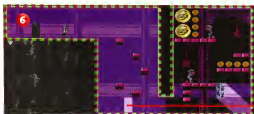
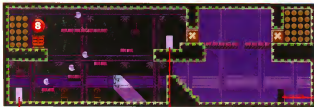
1. At the start, don't move Wario from his initial position – it's hard to tell where the Bubble Man will go, so get yourself ready to move in the opposite direction.
2. Should Wario get hit by the Bubble Man, he'll be carried off the top of the section – retrace your steps to get back to business.
3. If you hit the side of the Bubble Man, you'll simply bounce off and cause him to change his direction.
4. Take a charge-jump when he gets low enough and land on his head to score a hit. Now move away from him very quickly!
5. Now he splits in two – the second Bubble Man can't harm you. Keep your eye on the original, using the same tactics to strike a second blow.
6. Now he splits into three! Keep a sharp eye on him (this gets harder as he starts to flicker) take your time, then dive in with the killing blow.
7. After the third and final hit, he'll fly around the screen and shrink back to his normal size. Know what? You just completed the Story, the Chapter, and the Game!



STORY 5 – CAPTURED SYRUP!

1. Once the switch has been activated, use the Pelican as a springboard to leap up here for a whole plethora of coins.
2. This switch moves the gate blocks in the previous section – essential if you're going to get through the Story.
3. Allow Cook to turn you into Fat Wario, bash the blocks, then descend into coin heaven.
4. Disappearing platforms are here again – take extreme care and stay on the move.
5. Tricky to get up here. Allow the Sorcerer to turn you into Tiny Wario, then leap onto the bottom green platform. Carefully hold UP and leap up and right, then pull LEFT to land on the platform above.
6. Use the same technique as you did to get up the other side. This one is a little bit trickier, as you have to run left off the green platform and jump up at the right moment.
7. Smash through here to discover a nice bundle of extra coins.
8. This door leads to the Treasure Room!
9. The Bubble Men!
10. If Wario is unlucky, he'll be thrown up here. Quickly retrace your steps to get yourself right back into the thick of it.

ALTERNATIVE CHAPTER 5A – UNCANNY MANSION



STORY 1 – DEFEAT THE GIANT SPEAR MAN

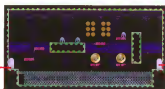
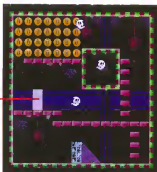
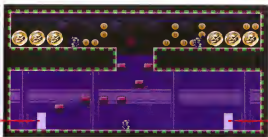
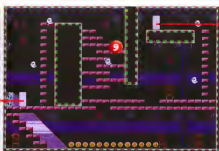
1. Smash through here, then crawl along the passage to the coins. To get the coins below, throw a Spear Man (triggered by the top-right door) down the tunnel.
2. These signs above the doors dictate what enemy will appear in this section. If you travel through this door there'll be a bunch of Hens here on your return.
3. Tricky this – bash the hole in the wall, then

- bounce on an enemy and perform a bouncing duck-jump to squeeze into the gap.
4. Smash through this wall to grab the extra coins.
5. Another tricky one. Bash the hole then nip in and

- get the coins. To reach the top, use a Spear Man to bash the enemy block.
6. This door leads to the Treasure Room.
7. The light switch! This allows Wario to get around more easily for

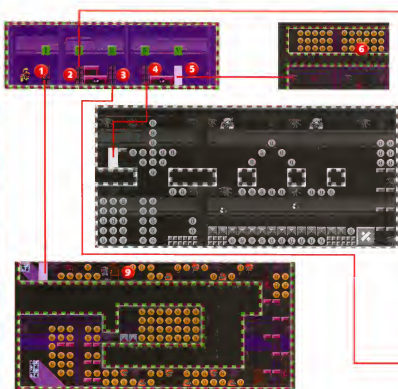
- you could use the maps if you don't fancy coming all this way).
8. This chest of drawers contains a nasty surprise, so try not to bash it.
9. This Ghost is a tricky to get past – hide at the left

- and right extremes, then make a dash for it, the instant he moves away from Wario.
10. The Giant Spear Man! Drop-smash on his head until he dies. The Story is now complete!



STORY

1. This 'gate' can only be removed by a deft flick of Gate Switch #1, the door to which is found a couple of floors up.
2. This is Gate Switch #1 - give it a flick to remove the gates in the previous sections, allowing Wario to ride the Owl and collect oodles of coins.
3. Coins like this can be collected on foot, but you'll lose as many coins as you collect. In all instances, use the Owl as it's much safer.
4. Ride the Owl up to this point, then smash through the blocks (it makes things much easier for you later on, allowing Wario to ride the Owl all the way to the exit).
5. This gate is open when the gate beneath it is closed. It is controlled by Gate Switch #2 or #3.
6. This gate is closed when the gate above it is open. It is controlled by Gate Switch #2 or #3.
7. Drop-smash here to bounce Punch up to Wario's level, then throw him at the blocks protecting the switch.
8. Gate Switch #2. This toggles the gates in the previous section. Now you can flick it to open the lower gate and gain yourself access to the lower regions.
9. Gate Switch #3. Again, this toggles the gates in the previous section. Flick it and you will be able to open the upper gate allowing you to ride the Owl to the exit.
10. This door will take you to the Treasure Room. You'll need to use the Owl to get here.
11. Use the Owl to get these coins. If you want to get those beyond the smashable blocks, be prepared to make two trips to do it.
12. Here's the exit door - take yourself straight through and you've completed the Story.



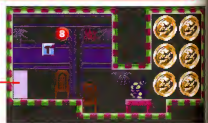
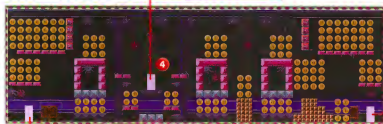
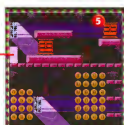
ALTERNATIVE CHAPTER 5A - UNCANNY MANSION



STORY 3 - THE WAY TO THE OPEN DOOR

1. Entering this door will open up door 'II' and 'IV'.
2. Entering this door will open up door 'IV'.
3. Entering this door will open up doors 'II' and 'IV'.
4. Entering this door will open up doors 'I' and 'V'.
5. Entering this door will open up door 'IV' (the only door open at the start of the Story).
6. The Exit door - find the switch to raise the blocks, then slide inside to complete the Story.
7. This door leads to the Treasure Room.
8. This switch moves all

- blocks, then slide inside to complete the Story.
8. This switch moves all the gate blocks, allowing access to coins and, more importantly, the Exit.
9. It's worth allowing this Headless Zombie to transform Wario into a Zombie, as it makes the two corridors of Scary Monsters a real dodgie to get through.



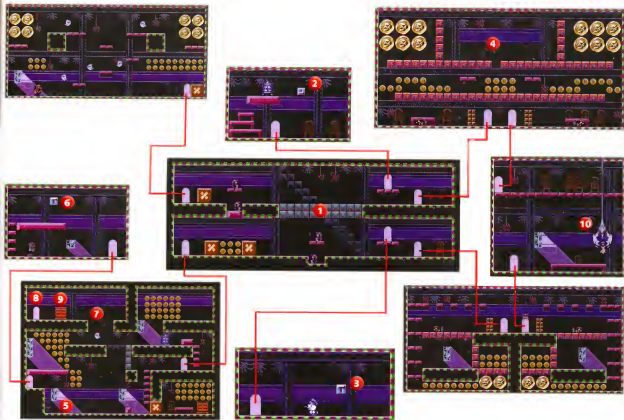
STORY 4 - COMING BACK IS DIFFICULT

1. Although it doesn't look like it, this is the Exit - you need to find the switch to activate it. Hop in to complete the Story.
2. Don't smash these blocks, as they make it easier to get past a Ghost on the return journey.
3. This door leads to the Treasure Room, but you'll only be able to get inside after flipping the switch.
4. Again, Wario can't enter this room until the gate blocks below have been raised, activated by flipping the switch.
5. This Chest of Drawers contains a Ghost - allow it to collide with Wario to turn him into a Zombie, then drop through the floor in order

- to reach the extra coins.
6. When Wario is making his return journey, this whole area is dark - make sure you use this map to find your way!
7. Smash these blocks, as it will make it easier to

- scrape past the Alley Cats on the way back.
8. This is the master switch - not only will it open the Exit and move all of the gate blocks (allowing Wario to access various rooms and platforms), it

- also activates a whole load of baddies. So be very careful!
9. Don't be put off by the Fuzzbot - simply charge into him as he walks to the right to grab the extra coins. Solved!



THE GHOST OF THE MANSION HITS TO KILL: 4



1. When you enter the room, the Ghost will carry Captain Syrup off the screen then prepare to fight. Remember this: Stay OFF the table at ALL times!
2. Initially, he'll swoop down at regular intervals, aiming for the spot where Wario was when he started to dive. Keep ducking to avoid his grasp!
3. If the Ghost grabs hold of Wario, he'll drag him off the top of the screen – you'll have to retrace your steps to rejoin the battle.
4. Keep on the move, then when the chance arises, charge into the side of him to score a hit (jumping on his head is no good!).
5. He'll be back with a vengeance, this time swooping at Wario and coming to rest at the edge of the screen. Use this to your advantage to score hit number two.
6. Now he's a little faster and more frequent than before – wait near the edge, crawl towards the middle as he swoops, then turn and strike your third hit.
7. Now he's red and really mad, swooping faster and much more frequently – there's barely time to blink. Keep on the move, and strike ONLY when you're in the right position.
8. After the fourth and final hit he'll give up the ghost (hoho!) and you've completed the Story, the Chapter, and the blimmin' game! Well done, soldier!

STORY 5 – CAPTURE THE GHOST!

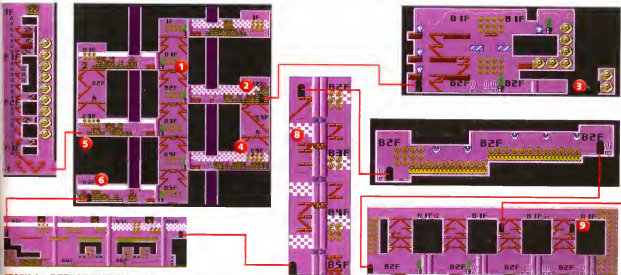
1. This central gate is controlled by two switches, situated in the top and bottom parts of the section – careful use of these is required to access all areas.
2. This is the first gate switch – knock the Stove off the ledge to reach it.
3. The second gate switch. Make sure you're sure to charge-jump over the Snowman as soon as you enter into the room.
4. Careful enemy-lobbing is

required to get up here – start by whittling away the edge blocks above the tables, then make towards into the centre. Knock the Stove all the way down here to climb up on this ledge.

6. This switch controls all of the gates within the previous section.
7. To get up here, ensure you flick the gate switch, then push the Stove across to leap up (but be careful to avoid the

- Ghost at all costs).
8. This door leads to the Treasure Room.
9. Don't bash this unless you want another Ghost to introduce the Ghost of the Mansion!

ALTERNATIVE CHAPTER 5B – MYSTERIOUS FACTORY



STORY 1 – DEFEAT THE GIANT SPEAR MAN

1. The lifts here are handy for getting from floor to floor. To go down to the next level, jump off the lift and drop through the gap underneath it.
2. Behind the crates hides a

secret door – smash and bash your way through.

3. Charge through here to get to a couple of those hidden coins.
4. These odd coloured coins have a sinister secret –

touch them, and Wario will be carted up to the level above.

5. Charge through this wall and you will uncover a secret passage.
6. Another hidden door –

you'll need to uncover this one if you're ever going to finish the Story.

7. The lifts here are tricky. Run straight over them (don't jump!) to get on to the platform, jump on the

lift at the top, then you need to jump off on to the next platform.

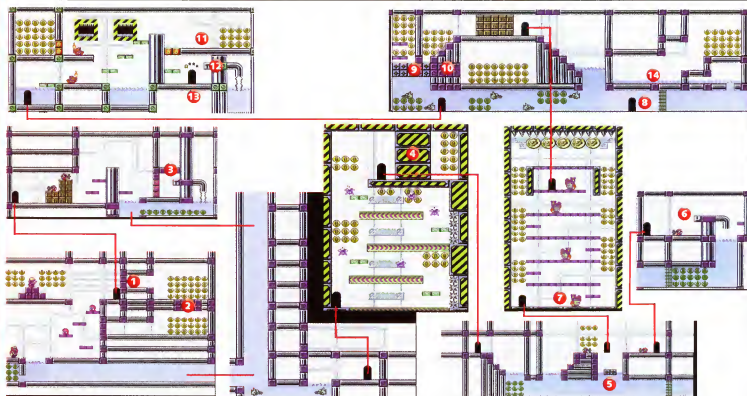
8. A disappearing platform! Make sure you're quick here or you'll be straight down to the bottom.

9. This door leads to the Treasure Room.
10. The Giant Spear Man. As per usual, simply drop-smash on his head repeatedly until he gives up. Story complete!



STORY 2 - INTO THE FACTORY

1. Smash through the wall to gain access to a whole crop of extra coins.
2. Use the lifts to help Wario jump the pillars - be careful not to go too high, as the spotlights are lethal to the touch.
3. These automated spikes spell trouble, especially when combined with conveyor belts. Use your charge to get past them safely - it's the only way.
4. Smash through here for more bonus coins.
5. Get squashed and allow Flat Wario to drift off here. As he starts to drift left, hold LEFT to guide him into the gap below. This door leads to the Treasure Room. Not very well guarded, is it?
7. To get past the Bat without being turned back to normal, jump up to bill it out of the way as it drops towards you.
8. Tricky bit: walk off the edge and allow Flat Wario to drift unaided.
9. The Exit Door - pop in to complete the Story!
10. Use the Owl to collect all the extra coins, but don't risk flying him back to the start - simply fly to the top-right of the section, then press the B button to drop safely to the ground.



STORY 3 - MOVE THROUGH THE WATER

1. Smash through here to access a great heap of extra coins.
2. Drop-smash through here for more coins, then smash your way back out through the left wall.
3. This switch turns off the water and reduces the current in the two adjacent sections.
4. Smash through here for a pile of coins, but be careful - you can still be hit in the narrow tunnel. These blocks need to be raised to allow Wario to get through the door above - you'll need to find a switch.
6. Ah! Flick this switch to turn on the faucet and raise the water level in the previous section.
7. The Kongs here are very awkward - one bash sends Wario to the top of the section, more than likely losing coins when he hits the spikes. Get to the top on foot, then bounce on a Kong to reach the top door.
8. This door leads to the Treasure Room - find the switch that turns off the current to enter.
9. When the faucet near the exit has been turned off, these blocks will lower to allow Wario access to the coins.
10. Smash through here for even more coinage.
11. Pick up a Fire Fox and drop it here. Get ignited and burn through blocks leading to the exit.
12. This switch turns off the faucet, lowering the water level and slowing the currents in the previous section.
13. The Exit Door - enter to finish the Story!
14. Press the A button underneath to smash through this purple block and get to the final chunk of coins.

THE REALY FINAL CHAPTER

TIME ATTACK - STEAL THE SYRUP'S TREASURE!!

- In this section, you'll need to bash through the walls in order to carve out a route to the door. Use the map to assist you in your quest. Watch out for the Snowman!
- These jumps are tricky, as you need to use the Chest of Drawers to get across. This is hampered by the Spiky Skulls which are awkwardly placed. Careful timing - and patience - is the key.
- There are several platforms like this throughout the Chapter. Stand on the middle platform and move in tiny steps towards the edge. After each step, hold UP and jump straight up. If you hit your head on the platform above, take another tiny step and try again until Wario makes it up.
- For jumps like these, it's much better to use your charge-jump, as you've got more chance of making it across the gap.
- The aim here is to grab the Fuzzbot and carry it all the way to the top-right in order to bash the enemy blocks guarding the door.
- When you get here, lob him into the tunnel then follow him. Allow him to wake up, as it's easier to nudge him down the tunnel, then quickly pick him up and bash the blocks.
- One of the trickiest parts of the entire game. Grab the Spear Man and throw him up on to the tightrope. Now you need to bounce across to the other side! Holding the A button as you jump, try to land on him slightly left of centre to nudge him right, then repeat this process (it helps to build up a rhythm). If that wasn't bad enough, there's another at the top!
- Another one of those tricky platforms - well, nine of them to be precise. Tackle them as before: nudge out gently, each time checking to see if Wario can get up by holding UP as he jumps.
- Stand in between the bird and the platform and jump up to attract it's attention - then hold UP and jump up, using the

bird as a trampoline to get to the platform above. Repeat this a further three times to make it to the top of the section.

- Absolutely no point going up here. Don't even bother, mate.

- On first glimpse these conveyor belts seem impossible to get past. In fact, it's very simple - charge towards the gap, then pull DOWN at the last second to duck-slide through. Keep running on the other side, though, or you'll get pulled back.

- You'll need to use your charge-jump (and careful timing) to get past these floor spikes unscathed. Charge towards them, then jump just as Wario's feet are above them.

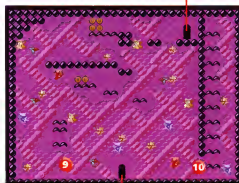
- Get squashed by the big rock to transform Wario into Flat Wario (which is the only way to get through the section).

- You'll need to avoid these drips; wait by the side, then as soon as the drip splashes hold LEFT and lightly tap the A button - this tiny jump will give you a little extra speed to get past the drip.

- Here, hold UP, move RIGHT, then press the A button to make it up to the top. You'll need to use this tactic a little later on, too.

- A very difficult bit if you don't know how! Stand on the platform so that Wario's nose is in the middle of the last 'bubble'. Hold UP and jump straight up, then quickly hold RIGHT as he descends to drift across the gap. You cannot get across by jumping sideways!

- The Giant Spear Man! This is the final hurdle, and requires an immense amount of skill and dexterity to beat. You'll need to jump on him to stun him, then use your drop-smash to clock up ten hits. Easier said than done - if either Wario or the Spear Man fall off their platforms, you'll need to try again. When he's dead, you don't have to collect the coin he leaves behind - killing him is enough to complete the chapter... and the ENTIRE game!



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